

**BONUS!!**  
**35x25" Deluxe HyperSpace**  
**Map Included**

# STAR CONTROL II<sup>TM</sup>



**Role Playing Resource Guide**





## **Role Playing Resource Guide**

Written by  
Paul Reiche III and Fred Ford

Alien illustrations by  
George Barr

Ship illustrations by  
Jeff Rianda

**ACCOLADE™**  
The best in entertainment software.™



---

---

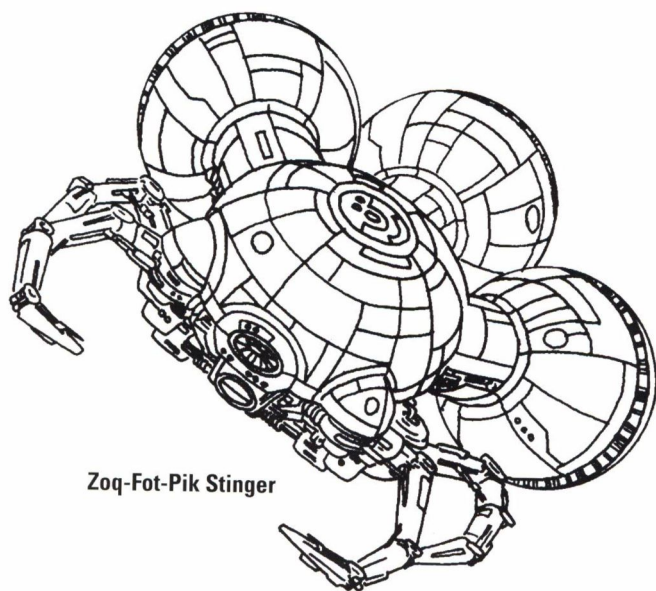
## TABLE OF CONTENTS

Introduction .....	1
Using the Deluxe Map of HyperSpace.....	2
Star System Details .....	3
The 20 Overall Richest Star Systems.....	3
The 20 Most Mineral Rich Star Systems .....	4
The 20 Most Life Rich Star Systems .....	5
A Complete List of all Star Systems and their Contents .....	6
Rainbow World Locations.....	20
Alien Homeworld Locations.....	21
New Alien Races Biographies.....	22
Burvixese.....	22
Chmmr .....	23
Dnyarri.....	24
Drall.....	25
Druuge.....	25
Faz .....	26
Gg .....	27
Kohr-Ah.....	27
Kzer-Za .....	28
Mael-Num.....	28
Melhorme .....	28
Orz .....	29
Pkunk.....	30
Slylandro .....	30
Supox .....	31
Taalo .....	31
Thraddash.....	32
Utwig.....	32
Yuli .....	33
Yuptar .....	33
Zoq-Fot-Pik .....	33
Alien Lifeform Details .....	34
Puzzles and Mysteries Explained.....	37
Ariloulaleelay: The Location of their Secret Homeworld.....	37
Aqua Helix: From Whom and Where to Steal It .....	37
Burvixese 'Caster: Where to Find It .....	38
'Casters: What to Do with Them .....	38
Chmmr: Speeding the Process .....	38
Clear Spindle: Where to Get It.....	38

---

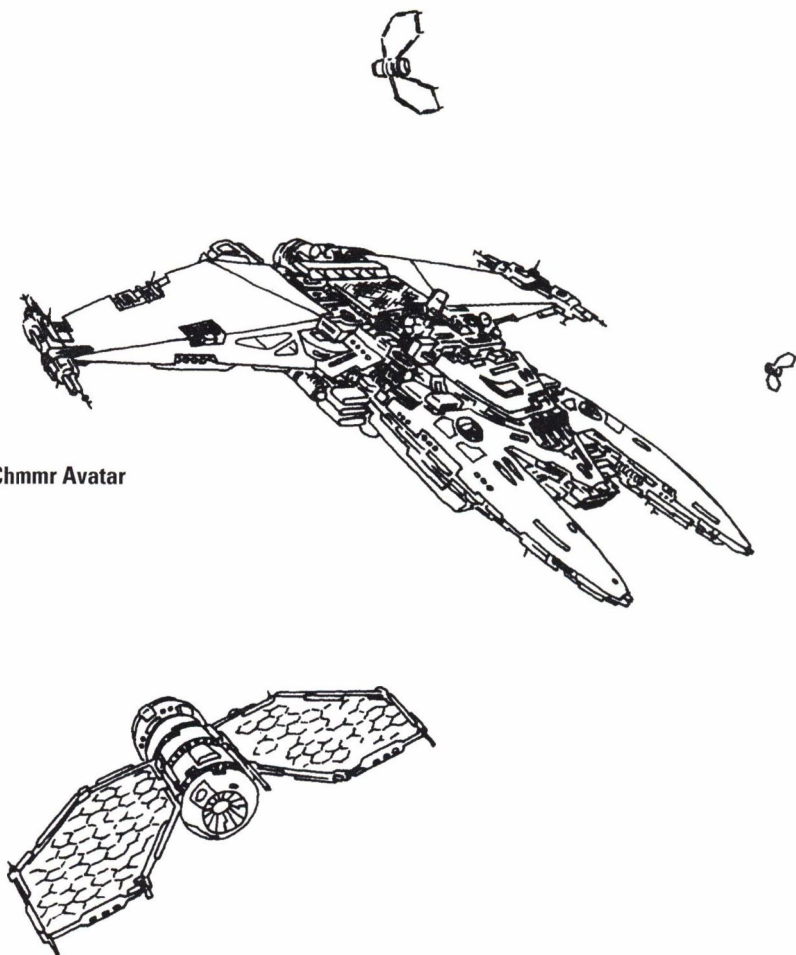
---

Deep Child Egg Case Fragments: Where to Find Them.....	39
Druuge: How to Trade in Good Conscience .....	39
Fwiffo: Making Friends with the Spathi Captain on Pluto .....	40
Kohr-Ah: Slowing their Death March .....	41
Ilwrath: How to Get Rid of the Pesky Monsters .....	41
Orz: Hosting an *Alliance Party* .....	42
Pkunk: Becoming Friends .....	42
Pkunk: Stopping their Migration to Yehat Space.....	42
Portal Spawner: A Map of QuasiSpace-HyperSpace Shortcuts .....	43
Rosy Sphere: Where to Buy It.....	44
Sa-Matra: How to Destroy It .....	44
Shofixti: Resurrecting the Species.....	44
Slylandro Probes: How to Stop Them .....	45
Spathi: Forming an Alliance .....	46
Starbase Commander: Convincing Him to Help You.....	48
Sun Device: How to Acquire It .....	49
Syreen: Forming an Alliance .....	49
Syreen: Locating the Ship Vault.....	50
Talking Pet: Enlisting its Assistance .....	50
Taalo Shield: How to Acquire It .....	51
Thraddash: Forming an Alliance .....	51
Ultron (Broken): How to Effect Repairs .....	51
Umgah: Forming an Alliance .....	52
Utwig Bomb: Amplifying its Destructive Power .....	52
VUX: Apologies, Apologies .....	52
Winning the Game: In a Nutshell .....	53
Words: Getting the Ur-Quan and Kohr-Ah to Reveal their Past .....	53
Yehat: Triggering the Revolution .....	54
ZEX: Dealing with the Eccentric Admiral .....	54
Zoq-Fot-Pik: Forming an Alliance .....	55
Giveaway Clues.....	56



Zoq-Fot-Pik Stinger

**Chmmr Avatar**



---

---

## INTRODUCTION

This booklet contains everything you need to know to win **Star Control II** — The Ur-Quan Masters, plus a whole lot more. Secret histories will be revealed and dark motives hauled into the light of day. We'll also provide you with more details about the stars, planets, ships, and alien races than you can absorb in a light year (all right, maybe a light week).

There is only one rule about this book; it's not meant to be read. That's right, it's strictly to build your confidence. Having it handy assures that you can always find the answer to a perplexing problem. But to actually read it, well now, that's quite another matter. After all, you don't want to spoil the fun, do you? I mean, if you know all the secrets, the game won't be any challenge! **Star Control II** was hard to make, so it should be hard to play. Right? What's that? We may be crazier than a lobotomized mooncalf, but you're not! You have a point. Here, read all you want! The answer to every mystery is in your hands at a mere flip of a page. Now, if you'll excuse us, we're due for some serious couch time.

Enjoy! Enjoy!



(developers of **Star Control II**)

---

---

## USING THE DELUXE MAP OF HYPERSPACE

The giant starmap provided with this book is intended to enhance play. As a consequence, not all the clue information contained herein is displayed on the map, only that which would be inconvenient for you to place yourself, such as the alien spheres of influence.

As you play, you may want to make the following notes on the map:

Half fill systems you have visited.

Completely fill systems you have thoroughly mined.

Mark locations of QuasiSpace Portal Exits.

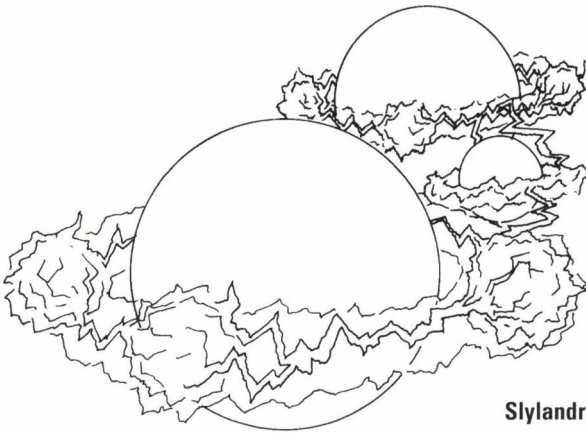
Mark locations of important items.

Mark locations of Alien homeworlds.

Mark locations of especially rich star systems.

Indicate other significant miscellany

The blank area on the right side of the map has been set aside as a place for you to write notes based on planetary finds or conversations you have with alien starship captains.



**Slylandro Probe**

---

---

## STAR SYSTEM DETAILS

### The 20 Overall Richest Star Systems

Star System	Mineral Totals and Best Worlds	Biological Totals and Best Worlds
Delta Aurigae	11005 (7,2a,1b)	256 (2,1b,1a)
Beta Carinae	7982 (2,9d,9b)	304 (4,3b,7a)
Beta Scorpii	12680 (5,7,3)	178 (8b,6,3)
Beta Circini	6897 (7,8,3)	248 (3a,1,2a)
Delta Sextantis	5901 (9,3,6)	322 (5a,1,2b)
Beta Tauri	5747 (5a,7,5b)	277 (1,5b,5a)
Alpha Olber	6940 (3,6b,1)	241 (3,7,6a)
Epsilon Draconis	7298 (1,9,2a)	230 (8a,2a,7)
Zeta Scorpii	4134 (9,9a,5)	309 (9a,8,3)
Gamma Tauri	7307 (1c,5b,4d)	219 (2b,1a,3b)
Gamma Geminorum	2388 (4a,4c,4b)	341 (3,1,4c)
Epsilon Scuti	8365 (5b,4,3a)	175 (5b,3b,5d)
Lambda Hyades	1949 (6,4,3)	329 (7,1,4a)
Beta Vulpeculae	6208 (5d,5a,3)	214 (2d,6,2a)
Gamma Circini	4903 (6,3,1)	247 (6,2,5)
Delta Chandrasekhar	4299 (4,1,8)	259 (3,6,7d)
Aldebaran	6488 (5c,2,4)	201 (2a,2,5a)
Kappa Hyades	4736 (6,1,2)	186 (2,9a)
Fomalhaut	4158 (1,5a,2)	191 (5a,5b,4)
Alpha Chandrasekhar	4799 (1,9b,7c)	175 (2,5a,9b)

---

---


## The 20 Most Mineral Rich Star Systems

Star System	Mineral Totals and Best Worlds
Beta Scorpii	1 2680 (5,7,3)
Delta Tauri	1 2080 (2,1,7)
Alpha Ceti	1 1739 (2,6b,5a)
Alpha Centauri	1 1476 (3,8,1)
Delta Aurigae	1 1005 (7,2a,1b)
Beta Cephei	1 0447 (6,9b,4)
Zeeman	1 0421 (5a,4a,6b)
Zeta Vulpeculae	9404 (3a,7,1)
Beta Normae	9153 (3,7,2)
Delta Brahe	9100 (1,3,9a)
Alpha Antliae	8734 (8c,5,3)
Alpha Columbae	8370 (5,4a,4b)
Epsilon Scuti	8365 (5b,4,3a)
Alpha Ptolemae	8055 (7a,7d,6c)
Beta Persei	8037 (6,3c,5a)
Beta Carinae	7982 (2,9d,9b)
Zeta Volantis	7912 (7,6,3)
Epsilon Normae	7718 (4,6,3b)
Alpha Crucis	7702 (2a,5,4a)
Iota Hyades	7379 (2,1,7a)

---

---

## The 20 Most Life Rich Star Systems

Star System	Biological Totals and Best Worlds
Gamma Geminorum	341 (3,1,4c)
Lambda Hyades	329 (7,1,4a)
Delta Sextantis	322 (5a,1,2b)
Zeta Scorpii	309 (9a,8,3)
Beta Carinae	304 (4,3b,7a)
Beta Tauri	277 (1,5b,5a)
Gamma Sextantis	271 (3b,3a,1)
Delta Chandrasekhar	259 (3,6,7d)
Alpha Sextantis	257 (3,1b,1a)
Zeta Orionis	257 (5,4)
Delta Aurigae	256 (2,1b,1a)
Beta Corvi	255 (1,6,3) 
Epsilon Sextantis	253 (2,3,6a)
Alpha Trianguli	252 (1,5,8b)
Beta Circini	248 (3a,1,2a)
Gamma Circini	247 (6,2,5)
Alpha Olber	241 (3,7,6a)
Gamma Mensae	234 (4,4a,7b)
Alpha Giclas	231 (4,7c,7a)
Epsilon Draconis	230 (8a,2a,7)

## A Complete List of all Star Systems and their Contents

Star System	Mineral Totals and Best Worlds	Biological Totals and Best Worlds
Achernar	389(2,1)	0
Alcor	2906(6a,1,2a)	42 (2c)
Aldebaran	6488 (5c,2,4)	201 (2a,2,5a)
Algol	330 (5,6,4)	0
Almagest	1959 (2,3,1)	62 (2)
Altair	5107 (3,5,4)	146 (2,3a)
Andromedae Alpha	4317 (3,1,4)	46 (5a,6)
Andromedae Beta	180 (1)	0
Antares	1942 (6b,5,6c)	5 (6a)
Antliae Alpha	8734 (8c,5,3)	38 (3)
Antliae Beta	356 (1,2)	0
Antliae Gamma	2764 (2,1)	0
Antliae Delta	2049 (4,1,3c)	43 (1,2)
Antliae Epsilon	4270 (2,6,8a)	75 (4a,3,2)
Antliae Zeta	3409 (4,3b,1a)	104 (1b)
Apodis Alpha	3444 (1,2,3a)	0
Apodis Beta	5292 (2,6b,3)	75 (9b,9a,6b)
Apodis Gamma	3061 (6a,8b,6c)	81 (9b,1)
Apodis Delta	544 (1)	0
Aquarii Alpha	56 (1)	107 (1)
Aquarii Beta	6089 (5c,6d,8)	90 (1a,1,2)
Aquarii Gamma	3022 (1,3,7)	68 (5)
Aquarii Delta	1175 (2,1,3)	0
Aquarii Epsilon	944 (4b,5,1)	0
Aquarii Zeta	1075 (2,1)	0
Aquarii Eta	3526 (3,5,7)	151 (4,3)
Aquilae Alpha	1351 (3,2)	0
Aquilae Beta	826 (1)	0
Aquilae Gamma	2326 (8,4d,5a)	207 (1,8,2)
Aquilae Delta	3993 (3,1,2a)	76 (1,5)
Aquilae Epsilon	388 (3a,6,5)	9 (1)
Arae Alpha	2895 (1,1a)	12 (1a)
Arae Beta	2422 (3,2,4)	0
Arae Gamma	184 (1)	0
Arae Delta	1311 (2,6,7)	96 (6)

<b>Star System</b>	<b>Mineral Totals and Best Worlds</b>	<b>Biological Totals and Best Worlds</b>
Arae Epsilon	364 (1,2)	0
Arcturus	1420 (1,4,5)	176 (1a,1)
Arianni Alpha	193 (1)	0
Arianni Beta	1493 (2,1a,1b)	0
Arianni Gamma	1127 (4a,1,2c)	138 (4a,1,2b)
Arietis Alpha	135 (1)	0
Arietis Beta	1086 (1)	58 (1)
Arietis Gamma	1401 (1,2b,2)	0
Arietis Delta	270 (2,1)	49 (2)
Arietis Epsilon	567 (2,3,1)	0
Aurigae Alpha	5230 (6b,2,6a)	104 (3,5a,2a)
Aurigae Beta	952 (1,4a,2)	0
Aurigae Gamma	7343 (7,3b,2a)	141 (2a,3d,2c)
Aurigae Delta	11005 (7,2a,1b)	256 (2,1b,1a)
Bellatrix	2231 (1,2,3)	0
Betelgeuse	2816 (3a,3b,3)	184 (1,3)
Bootis Alpha	2868 (5,2,1)	228 (4a,2,4c)
Bootis Beta	835 (1,3,2)	0
Bootis Gamma	1842 (5,2,3)	0
Bootis Delta	435 (2a,2,1)	0
Bootis Epsilon	676 (1a,2,5a)	0
Bootis Zeta	228 (2,1a)	0
Bootis Eta	3125 (4,3a,7)	0
Brahe Alpha	831 (3,1,5)	126 (2,6)
Brahe Beta	4752 (1,3a,3b)	0
Brahe Gamma	3619 (1,2)	0
Brahe Delta	9100 (1,3,9a)	91 (8b,4)
Brahe Epsilon	270 (4a,1,3)	60 (1)
Brahe Zeta	772 (1,2b,2a)	0
Caeli Alpha	612 (1b,1a,1d) 0	
Caeli Beta	909 (1,4,3)	22 (2)
Caeli Gamma	2180 (2a,1c,2)	66 (2a)
Caeli Delta	595 (1a,2b,1b) 0	
Caeli Epsilon	2347 (1b,1c,1a)	0
Camelopardalis Alpha	1631 (1,3,4b)	38 (4a)
Camelopardalis Beta	3033 (1b,3,1c)	65 (7,1a)
Camelopardalis Gamma	3824 (5b,2,1)	92 (4)

Star System	Mineral Totals and Best Worlds	Biological Totals and Best Worlds
Camelopardalis Delta	1 743 (1,4,7)	0
Camelopardalis Epsilon	862 (1a,1,2)	0
Camelopardalis Zeta	897 (2,1c,1a)	23 (2)
Camelopardalis Eta	607 (4,3,2a)	126 (3,1)
Camelopardalis Theta	1 315 (5b,3,4b)	0
Camelopardalis Iota	1 131 (3,2,1a)	0
Cancri Alpha	2082 (3,1,2)	79 (3,1)
Cancri Beta	970 (1a,1,1b)	104 (1b)
Cancri Gamma	854 (3,1,2)	0
Cancri Delta	681 (1a,1c,1d)	0
Canopus	260 (1)	0
Capella	1 248 (1,2)	0
Capricorni Alpha	114 (1)	24 (1)
Capricorni Beta	2042 (2b,2a,2c)	89 (2a)
Capricorni Gamma	120 (1)	0
Carinae Alpha	2080 (1)	0
Carinae Beta	7982 (2,9d,9b)	304 (4,3b,7a)
Carinae Gamma	176 (1a,1b)	0
Cassiopeiae Alpha	645 (1a,1d,1b) 0	
Cassiopeiae Beta	1 401 (5,4,5a)	45 (3)
Cassiopeiae Gamma	2993 (4b,3,2b)	102 (1,3)
Cassiopeiae Delta	1 503 (1,4,3a)	0
Cassiopeiae Epsilon	3323 (1,2)	0
Centauri Alpha	11 476 (3,8,1)	0
Centauri Beta	3377 (3c,1c,1b)	92 (3b,5)
Centauri Gamma	1 461 (1,2,1a)	0
Centauri Delta	3921 (2a,6,4)	186 (2a)
Centauri Epsilon	572 (1)	0
Centauri Zeta	2 193 (1c,4,2a)	56 (1a)
Cephei Alpha	4687 (3,1,7)	0
Cephei Beta	10 447 (6,9b,4)	75 (1a,2a,4)
Cerenkov Alpha	5720 (5,2b,7b)	155 (1,9)
Cerenkov Beta	1 123 (6a,7a,6)	10 (7a)
Ceti Alpha	11 739 (2,6b,5a)	0
Ceti Beta	4334 (3,2b,6)	105 (2a)
Ceti Gamma	1 900 (5,3a,2)	47 (2,1)
Ceti Delta	4872 (9a,5a,5c)	55 (5d,4)
Ceti Epsilon	2 508 (2a,1,4)	0
Ceti Zeta	2 199 (6,5,3)	86 (3)

Star System	Mineral Totals and Best Worlds	Biological Totals and Best Worlds
Ceti Eta	1 466 (3,5,8a)	0
Chamaeleonis Alpha	6653 (4,5b,6)	148 (5b,5d,3)
Chamaeleonis Beta	1298 (1,5,2)	216 (5,8,7)
Chamaeleonis Gamma	2472 (1b,2,3)	85 (1b)
Chamaeleonis Delta	136 (1)	0
Chamaeleonis Epsilon	2011 (7a,4,5)	101 (7a,7b)
Chamaeleonis Zeta	808 (1a)	0
Chamaeleonis Eta	4752 (5b,1,2a)	103 (5b,5d)
Chamaeleonis Theta	534 (1)	0
Chamaeleonis Iota	5668 (4,1,7b)	84 (1)
Chamaeleonis Kappa	4356 (1a,1c,1b)	47 (1c,1a)
Chandrasekhar Alpha	4799 (1,9b,7c)	175 (2,5a,9b)
Chandrasekhar Beta	4350 (2,1)	0
Chandrasekhar Gamma	1613 (4a,6,5)	12 (3a,5)
Chandrasekhar Delta	4299 (4,1,8)	259 (3,6,7d)
Chandrasekhar Epsilon	144 (1)	0
Circini Alpha	6053 (4d,1c,6c)	122 (2b,5)
Circini Beta	6897 (7,8,3)	248 (3a,1,2a)
Circini Gamma	4903 (6,3,1)	247 (6,2,5)
Circini Delta	2283 (2,6d,4)	28 (4,2,7a)
Circini Epsilon	1543 (2,7,1)	35 (1)
Circini Zeta	3129 (4,7a,3a)	86 (1,7a,3a)
Columbae Alpha	8370 (5,4a,4b)	0
Columbae Beta	64 (1)	0
Columbae Gamma	1116 (1)	11 (1)
Copernicus Alpha	54 (1)	0
Copernicus Beta	5770 (1,3,2a)	0
Copernicus Gamma	1610 (8c,4,7)	0
Corvi Alpha	(Victim of interdimensional fatigue)	
Corvi Beta	1766 (7,6,2)	255 (1,6,3)
Corvi Gamma	1566 (2,4,1)	0
Corvi Delta	129 (1)	0
Corvi Epsilon	898 (1a,5,1b)	219 (1a,1c,7)
Corvi Zeta	1520 (5d,5a,6b)	195 (4a,4b)
Corvi Eta	709 (5b,4b,4a)	100 (5b,4b)
Crateris Alpha	2533 (5a,4,5b)	0
Crateris Beta	1773 (3,7,5)	18 (1)
Crateris Gamma	4309 (5a,1a,2)	30 (2)
Crateris Delta	3726 (4a,9a,6b)	172 (9,4a,1)

<b>Star System</b>	<b>Mineral Totals and Best Worlds</b>	<b>Biological Totals and Best World</b>
Crateris Epsilon	1 245 (2, 4, 4a)	109 (1, 4)
Crateris Zeta	403 (2b, 2a, 1a)	0
Crateris Eta	598 (1, 2a, 2c)	6 (2b)
Crateris Theta	1 769 (3, 1, 4c)	0
Crucis Alpha	7 702 (2a, 5, 4a)	7 (1a, 3)
Crucis Beta	2 492 (2a, 2, 3)	164 (2, 1)
Crucis Gamma	999 (4a, 3b, 1a)	0
Crucis Delta	1 007 (1a, 1c, 1d)	106 (1d, 1a)
Cygnus Alpha	3 492 (2, 5, 6)	28 (4)
Cygnus Beta	4 019 (5a, 2a, 4)	114 (4, 3)
Cygnus Gamma	103 (1)	0
Cygnus Delta	1 561 (2, 1, 3a)	182 (1, 3b)
Cygnus Epsilon	181 (3, 2, 1)	0
Delphini Alpha	942 (1, 3, 5c)	0
Delphini Beta	350 (1)	0
Deneb	352 (3, 2, 1)	0
Doradus Alpha	189 (1)	0
Doradus Beta	2 109 (4, 5, 1)	208 (3b, 4, 2b)
Draconis Alpha	554 (2b, 1, 2a)	0
Draconis Beta	3 008 (6a, 3b, 7b)	60 (6a, 7c, 5c)
Draconis Gamma	5 590 (3c, 7, 3a)	155 (3b, 3a, 3c)
Draconis Delta	2 720 (4, 8, 2b)	122 (2a, 1, 3)
Draconis Epsilon	7 298 (1, 9, 2a)	230 (8a, 2a, 7)
Draconis Zeta	1 695 (1, 7b, 8a)	30 (4)
Draconis Eta	683 (1c, 1d, 1b)	50 (1a)
Draconis Theta	3 131 (1, 3, 4)	0
Draconis Iota	2 581 (1, 5, 2)	123 (1)
Draconis Kappa	3 783 (2, 4, 5)	16 (5)
Draconis Lambda	2 525 (3, 2, 2a)	49 (2, 6)
Draconis Mu	801 (4, 2b, 2a)	0
Draconis Nu	616 (2a, 1, 2c)	55 (2a)
Draconis Xi	493 (2a, 2b, 1)	0
Equulei Alpha	4 832 (1, 3b, 3a)	0
Equulei Beta	532 (4, 2, 1)	92 (1)
Eridani Alpha	2 022 (1b, 1a, 1c)	0
Eridani Beta	3 938 (4, 1a, 3c)	41 (3d, 3c)
Eridani Gamma	5 541 (1, 2b, 2a)	0

<b>Star System</b>	<b>Mineral Totals and Best Worlds</b>	<b>Biological Totals and Best Worlds</b>
Fomalhaut	4158 (1,5a,2)	191 (5a,5b,4)
Fornacis Alpha	4221 (5,2,1)	4 (1)
Fornacis Beta	2445 (5b,3,6a)	114 (3,6a)
Fornacis Gamma	1651 (1,2c,2a)	47 (2c,1)
Fornacis Delta	1317 (3,4,5)	0
Fornacis Epsilon	1438 (4,2a,1)	0
Fornacis Zeta	1751 (5,2,3c)	49 (3b,3c,3a)
Fornacis Eta	513 (1,3,2a)	0
Geminorum Alpha	4257 (4b,2,5)	0
Geminorum Beta	4245 (1a,1c,3b)	105 (1b,4,1a)
Geminorum Gamma	2388 (4a,4c,4b)	341 (3,1,4c)
Geminorum Delta	257 (1)	3 (1)
Giclas Alpha	3663 (7b,7a,4)	231 (4,7c,7a)
Giclas Beta	1850 (4a,3,2)	0
Giclas Gamma	323 (2,3)	0
Giclas Delta	3346 (8,2,1)	16 (8)
Giclas Epsilon	904 (1)	0
Giclas Zeta	2225 (1a,3b,3c)	0
Giclas Eta	4236 (4,2,3a)	37 (5)
Giclas Theta	1548 (6,7,2a)	80 (4,2c)
Gorno Alpha	4051 (2,8,3)	203 (1,6a)
Gorno Beta	664 (2,3b,3a)	172 (2,3a)
Gorno Gamma	1748 (3,5,4)	0
Gorno Delta	3479 (4,6,5)	75 (4,5)
Gorno Epsilon	311 (1)	0
Groombridge	1056 (1)	0
Gruis Alpha	112 (1)	0
Gruis Beta	1949 (2,1)	103 (1)
Gruis Gamma	3006 (1,3a,3b)	10 (3b)
Gruis Delta	1060 (3a,1a,4d)	104 (1a)
Gruis Epsilon	281 (1a,1)	32 (1)
Gruis Zeta	1768 (1b,1a)	105 (1a)
Gruis Eta	1623 (3c,1,3a)	0
Herculis Alpha	6846 (2,3,2a)	99 (3,2,1a)
Herculis Beta	213 (2,1)	0
Horologii Alpha	1584 (6,1a,5)	154 (2,5)
Horologii Beta	2438 (1,6d,5)	150 (6a,2)

<b>Star System</b>	<b>Mineral Totals and Best Worlds</b>	<b>Biological Totals and Best Worlds</b>
Horologii Gamma	575 (2,3,1)	23 (3)
Horologii Delta	159 (2,1)	0
Horologii Epsilon	1032 (2,1)	0
Horologii Zeta	1796 (3,4,7)	0
Horologii Eta	1284 (4,2a,1a)	0
Horologii Theta	201 (1)	0
Horologii Iota	1854 (7,4,6)	0
Horologii Kappa	5371 (4,6d,7)	79 (6d,5b,6a)
Horologii Lambda	1638 (1,2,3)	0
Hyades Alpha	6015 (1,3b,7)	11 (8)
Hyades Beta	2710 (5,2,1)	192 (4,2)
Hyades Gamma	1386 (3,1,4)	124 (3,2c)
Hyades Delta	2436 (3,6,9a)	0
Hyades Epsilon	1133 (2c,6,7)	77 (4,3,2a)
Hyades Zeta	3756 (9,1,2)	86 (3,8,5)
Hyades Eta	2840 (2,3b,5a)	80 (3a,5a)
Hyades Theta	2493 (1,2c,2a)	0
Hyades Iota	7379 (2,1,7a)	72 (2,7b)
Hyades Kappa	4736 (6,1,2)	186 (2,9a)
Hyades Lambda	1949 (6,4,3)	329 (7,1,4a)
Hydrae Alpha	3869 (3a,5,6)	201 (2,1,5)
Hydrae Beta	239 (1a,1b)	0
Hydrae Gamma	575 (4c,3,4d)	10 (4c)
Hyginus Alpha	705 (2,4a,1)	0
Hyginus Beta	1515 (4,1,5)	0
Hyperion	826 (2a,2b,3)	0
Illuminati Alpha	4694 (1,4,5)	64 (6)
Illuminati Beta	715 (1,2a,2b)	0
Illuminati Gamma	4401 (9a,6,4a)	101 (6,2)
Illuminati Delta	2064 (5a,2d,2a)	6 (5a)
Illuminati Epsilon	612 (4,1)	0
Illuminati Zeta	1270 (6,3,9)	50 (3)
Illuminati Eta	3786 (2c,6b,8)	43 (1a,6b)
Illuminati Theta	1668 (1c,4,2)	0
Indi Alpha	639 (1,1a,2a)	0
Indi Beta	208 (1,2)	0

<b>Star System</b>	<b>Mineral Totals and Best Worlds</b>	<b>Biological Totals and Best Worlds</b>
Kepler Alpha	5881 (5b,5d,3)	96 (6a,1,8d)
Kepler Beta	1274 (2a,2b,3)	0
Kepler Gamma	1011 (1)	144 (1)
Klystron Alpha	392 (3,2,4)	0
Klystron Beta	1193 (5c,1,4)	0
Krueger Alpha	1638 (3,2a,2)	0
Krueger Beta	538 (3,2,1)	0
Krueger Gamma	2152 (3,1a,2)	30 (2)
Krueger Delta	1150 (1c,1b,1a)	42 (4)
Krueger Epsilon	935 (4a,4b,3)	6 (4b)
Krueger Zeta	2850 (2,3,1)	19 (3)
Lacaille Alpha	2640 (7d,2,1)	42 (8,4a)
Lacaille Beta	45 (1)	30 (1)
Lacaille Gamma	5594 (3b,6,5b)	91 (3b,3a,5a)
Lacertae Alpha	2019 (1,2a,2)	6 (2)
Lacertae Beta	1169 (2,3a,4)	86 (3a,3c)
Lalande Alpha	1000 (1,2)	0
Lalande Beta	1604 (2,1)	72 (2)
Lalande Gamma	225 (1)	0
Lalande Delta	1071 (4,3,1a)	100 (4)
Lentilis Alpha	982 (1,2)	57 (2,1)
Lentilis Beta	4881 (3a,5,3b)	114 (2,1)
Lentilis Gamma	887 (6b,3,4b)	26 (4b,6a)
Lentilis Delta	1028 (3,1c,1a)	55 (2)
Leonis Alpha	4363 (5,4,1)	123 (1,2b)
Leonis Beta	2746 (2,3,4b)	0
Leonis Gamma	7138 (2,4,6)	71 (8,2,2a)
Leporis Alpha	1674 (2b,5,3)	0
Leporis Beta	3084 (1,5,8)	155 (8,7a,1)
Leporis Gamma	3023 (1,2,4)	0
Librae Alpha	4737 (1b,1d,1c)	55 (2,5)
Librae Beta	986 (1b,1,1a)	48 (1b,1)
Librae Gamma	138 (1b,1a)	31 (1a)
Librae Delta	53 (2a)	20 (2a)
Librae Epsilon	635 (1)	0
Librae Zeta	1133 (1)	65 (1)
Librae Eta	2027 (2,1,2b)	6 (2b)
Lipi Alpha	3290 (2a,6b,2b)	56 (8,3c)

<b>Star System</b>	<b>Mineral Totals and Best Worlds</b>	<b>Biological Totals and Best Worlds</b>
Lipi Beta	3033 (5,4c,1)	60 (1)
Lipi Gamma	954 (2a,2b,1)	0
Lipi Delta	525 (1,2a,2b)	0
Lipi Epsilon	2385 (1,2a,2c)	0
Luyten Alpha	223 (2,1)	0
Luyten Beta	2062 (4,2,7)	189 (8b,9a,8d)
Luyten Gamma	6059 (2,3,4)	124 (6b,8b,5a)
Lyncis Alpha	1150 (3,4,2)	30 (3)
Lyncis Beta	1773 (7,4,6)	8 (5)
Lyncis Gamma	671 (3a,1,2)	0
Lyncis Delta	153 (1)	55 (1)
Lyncis Epsilon	2908 (6,3c,1)	198 (3a,1,2)
Lyncis Zeta	801 (2,4a,5)	0
Lyncis Eta	563 (1,3,2)	0
Lyncis Theta	3789 (1,5a,4)	62 (3)
Lyrae Alpha	507 (1,2)	0
Lyrae Beta	2431 (5,3c,3a) 0	
Maksutov Alpha	6240 (4,2a,1)	104 (5,2a,7a)
Maksutov Beta	360 (1,1a)	44 (1a)
Menkar	1412 (2,7,5)	72 (1,2)
Mensae Alpha	485 (1c,1d,1b)	0
Mensae Beta	2329 (5c,4a,6)	20 (3d)
Mensae Gamma	1255 (4,7c,4a)	234 (4,4a,7b)
Mersenne Alpha	1327 (1,2)	0
Mersenne Beta	1328 (4,8,2)	115 (3,1,7)
Metis	2131 (5,1a,6)	0
Microscopii	192 (1a,1b)	27 (1a)
Mira Alpha	360 (1,2)	82 (1)
Mira Beta	2341 (1c,1b,1d)	90 (1d)
Mira Gamma	309 (2,1)	0
Mira Delta	1395 (1d,2a,1a)	190 (1a,3,1d)
Mizar	147 (1)	0
Monocerotis Alpha	205 (1,2)	0
Monocerotis Beta	1777 (3,4,1)	0
Muscae Alpha	2910 (2,1)	0
Muscae Beta	1253 (1,5b,6)	0
Muscae Gamma	219 (3,2,1)	0
Muscae Delta	606 (3b,3a,1)	0

<b>Star System</b>	<b>Mineral Totals and Best Worlds</b>	<b>Biological Totals and Best Worlds</b>
Muscae Epsilon	162 (1)	0
Muscae Zeta	1258 (2,4,6a)	7 (4)
Normae Alpha	5835 (2c,1c,2a)	140 (2a,2d,1c)
Normae Beta	9153 (3,7,2)	0
Normae Gamma	987 (6c,3,5a)	18 (5a)
Normae Delta	792 (3,4,2)	123 (1,2)
Normae Epsilon	7718 (4,6,3b)	121 (3a,4)
Normae Zeta	180 (1)	0
Octantis Alpha	3798 (4a,2,4b)	0
Octantis Beta	5147 (1,2b,5c)	168 (2d,1,3)
Olber Alpha	6940 (3,6b,1)	241 (3,7,6a)
Olber Beta	152 (1)	0
Olber Gamma	1095 (1,3,2)	0
Ophiuchi Alpha	495 (2,3a,2a)	50 (2a)
Ophiuchi Beta	4310 (2,1,6)	0
Ophiuchi Gamma	1271 (2,1,1a)	33 (1a,1)
Organon	1766 (2,4,5)	39 (1a)
Orionis Alpha	14 (1)	0
Orionis Beta	5081 (1,2b,3a)	28 (4b)
Orionis Gamma	2371 (5a,6,3)	0
Orionis Delta	2765 (6,1,2a)	71 (2,1,5)
Orionis Epsilon	163 (1)	0
Orionis Zeta	1508 (2b,4,6)	257 (5,4)
Orionis Eta	2417 (2,3,5a)	24 (1a)
Orionis Theta	2048 (6,1,3b)	167 (9)
Orionis Iota	1430 (1b,2,1a)	110 (1b,2)
Orionis Kappa	2890 (1,2d,2c)	98 (3a,4,5)
Orionis Lambda	99 (1)	0
Orionis Mu	2615 (2,3a,1)	0
Pavonis Alpha	2983 (4,7,5)	96 (7)
Pavonis Beta	1395 (5b,3,5a)	197 (5a,3)
Pegasi Alpha	4981 (5,9b,2)	100 (1,6)
Pegasi Beta	3711 (3,1,2)	0
Persei Alpha	455 (1,2)	64 (1)
Persei Beta	8037 (6,3c,5a)	0
Persei Gamma	1462 (2,5,1)	0
Persei Delta	2755 (1,3d,3c)	28 (3b)

<b>Star System</b>	<b>Mineral Totals and Best Worlds</b>	<b>Biological Totals and Best Worlds</b>
Persei Epsilon	1096 (7b,7a,2)	20 (7b)
Persei Zeta	747 (3,5b,1)	120 (4,1)
Persei Eta	1513 (6,3,1)	65 (6)
Persei Theta	1013 (2,1,4)	6 (2)
Persei Iota	1155 (5,3,3a)	0
Phoenicis Alpha	1740 (1,5,2)	66 (2)
Phoenicis Beta	1484 (5b,4,7)	24 (5a,5b)
Phoenicis Gamma	2687 (2,3,1)	115 (2)
Pictoris Alpha	2312 (4,2,1)	40 (3c)
Pictoris Beta	620 (1b)	0
Pictoris Gamma	1166 (5,3,4)	0
Pictoris Delta	4099 (5,1,4)	210 (1,7)
Piscium Alpha	1118 (1,3,2)	87 (2)
Piscium Beta	640 (1)	0
Piscium Gamma	2932 (2a,1,5)	0
Piscium Delta	148 (1)	0
Pollux	144 (1,2)	0
Procyon	4048 (2,1,3a)	212 (3a,3b)
Ptolemae Alpha	8055 (7a,7d,6c)	71 (4,6c,2)
Ptolemae Beta	1952 (5c,1,3c)	114 (3b,1,3a)
Ptolemae Gamma	422 (3,4,5)	0
Ptolemae Delta	1190 (6a,2,1)	33 (6d)
Ptolemae Epsilon	63 (1)	0
Ptolemae Zeta	405 (3,1,2a)	152 (1)
Ptolemae Eta	4059 (1a,5,7)	103 (5,4)
Puppis Alpha	2291 (2,6,5)	135 (3b,2)
Puppis Beta	81 (1)	0
Puppis Gamma	36 (1)	0
Pyxidis Alpha	4765 (1a,2c,2d)	0
Pyxidis Beta	215 (1,2)	0
Pyxidis Gamma	3006 (9,2,6c)	0
Raynet Alpha	265 (1)	0
Raynet Beta	101 (1)	0
Raynet Gamma	270 (1,2)	0
Regulus	984 (3,6,1)	9 (1)
Reticuli Alpha	970 (2,3b,3a)	42 (3b)
Reticuli Beta	3435 (4,1,5)	32 (3)
Reticuli Gamma	2569 (1,2,4)	0

<b>Star System</b>	<b>Mineral Totals and Best Worlds</b>	<b>Biological Totals and Best Worlds</b>
Reticuli Delta	1052 (2,1,2a)	0
Rigel	400 (1,2d,2c)	0
Sagittae Alpha	0	0
Sagittae Beta	295 (1)	0
Sagittae Gamma	2899 (6c,6b,1)	94 (6c,6a)
Sagittarii Alpha	3417 (5,4,3)	104 (2,5)
Sagittarii Beta	1366 (1,3,4)	132 (3,1)
Sagittarii Gamma	2851 (4a,3,4)	7 (3)
Sagittarii Delta	2194 (2,1,3)	87 (2)
Saurus Alpha	548 (3,1,2)	111 (3,2)
Saurus Beta	133 (1)	0
Saurus Gamma	100 (1)	0
Scorpii Alpha	1260 (1,2)	16 (1)
Scorpii Beta	12680 (5,7,3)	178 (8b,6,3)
Scorpii Gamma	3084 (1,1a,2)	0
Scorpii Delta	1677 (2a,2,1)	117 (1,2)
Scorpii Epsilon	2055 (1,1a,2)	0
Scorpii Zeta	4134 (9,9a,5)	309 (9a,8,3)
Sculptoris Alpha	6860 (2,2a,6a)	20 (5)
Sculptoris Beta	(Suffered mysterious solar implosion.)	
Sculptoris Gamma	150 (1)	0
Sculptoris Delta	984 (6,3,6a)	0
Sculptoris Epsilon	1930 (8,2,5)	9 (1)
Scuti Alpha	327 (1,1b)	0
Scuti Beta	1998 (8b,5,6)	4 (2)
Scuti Gamma	2479 (3,4,1)	19 (5)
Scuti Delta	401 (2,1,1a)	70 (1)
Scuti Epsilon	8365 (5b,4,3a)	175 (5b,3b,5d)
Scuti Zeta	6814 (2,3,5a)	6 (4)
Serpentis Alpha	3050 (1a,2b,1b)	0
Serpentis Beta	847 (1)	0
Serpentis Gamma	2099 (7,6,3)	102 (7,1,1a)
Serpentis Delta	2435 (5,7d,2)	148 (1,7c,7a)
Serpentis Epsilon	1370 (6a,6c,4)	20 (5b)
Serpentis Zeta	2371 (3a,4b,4a)	0
Serpentis Eta	159 (1)	0
Serpentis Theta	1589 (1,3,2)	0
Serpentis Iota	5566 (1,2a,2b)	0

<b>Star System</b>	<b>Mineral Totals and Best Worlds</b>	<b>Biological Totals and Best Worlds</b>
Sextantis Alpha	1820 (2,3,5)	257 (3,1b,1a)
Sextantis Beta	255 (1)	0
Sextantis Gamma	1531 (3b,3a,4)	271 (3b,3a,1)
Sextantis Delta	5901 (9,3,6)	322 (5a,1,2b)
Sextantis Epsilon	4229 (7,1,3)	253 (2,3,6a)
Sextantis Zeta	2637 (1,7,4)	0
Sirius	1265 (1)	0
Sol	4008 (5a,1,5b)	0
Squidi Alpha	1502 (1,2)	18 (1)
Squidi Beta	1556 (3a,1,2)	0
Squidi Gamma	409 (2,2a,1)	32 (2)
Tauri Alpha	5155 (3a,2,4b)	152 (1,3d)
Tauri Beta	5747 (5a,7,5b)	277 (1,5b,5a)
Tauri Gamma	7307 (1c,5b,4d)	219 (2b,1a,3b)
Tauri Delta	12080 (2,1,7)	167 (3)
Tauri Epsilon	2278 (8b,7a,8a)	153 (7a,3)
Tauri Zeta	2106 (3,4,2a)	37 (1)
Telescopii Alpha	6863 (5a,5d,2)	139 (2)
Telescopii Beta	68 (1)	0
Telescopii Gamma	668 (3,1)	58 (2,1)
Trianguli Alpha	3401 (8c,7,4)	252 (1,5,8b)
Trianguli Beta	0	21 (1)
Trianguli Gamma	2502 (4,4a,3)	140 (1a,3,4a)
Tucanae Alpha	3457 (1a,3,2)	115 (2)
Tucanae Beta	2241 (5,2c,3)	150 (2a,3)
Tucanae Gamma	285 (1,2)	59 (2,1)
Vega	762 (2,5,4)	51 (4)
Vela	982 (3,5,2)	39 (1)
Velorum Alpha	5547 (3,1a,2)	0
Velorum Beta	481 (3,1,2)	0
Virginis Alpha	3684 (6b,8,6a)	85 (6a)
Virginis Beta	0	0
Virginis Gamma	937 (2a,6,1)	71 (1,6)
Virginis Delta	1458 (2,4,1)	37 (2)
Vitalis Alpha	1158 (2a,3,1)	54 (2a,1)
Vitalis Beta	1237 (2,4,1)	42 (1,3)
Vitalis Gamma	2391 (5,1,6)	88 (6,4)

<b>Star System</b>	<b>Mineral Totals and Best Worlds</b>	<b>Biological Totals and Best Worlds</b>
Vitalis Delta	3501 (5,7b,7c)	71 (6b,6c)
Volantis Alpha	571 (3,2,1)	124 (1,2)
Volantis Beta	2039 (1c,1b,1d)	198 (1b,1a)
Volantis Gamma	5277 (1,5,3a)	0
Volantis Delta	2378 (4,3a,2)	0
Volantis Epsilon	7963 (4,3c,7)	146 (1,9a,3a)
Volantis Zeta	7912 (7,6,3)	0
Volantis Eta	2305 (1,5,2)	35 (2b)
Vulpeculae Alpha	977 (1a,1)	0
Vulpeculae Beta	6208 (5d,5a,3)	214 (2d,6,2a)
Vulpeculae Gamma	3456 (4,3,2)	102 (1)
Vulpeculae Delta	3774 (2c,8,1)	180 (8,1)
Vulpeculae Epsilon	290 (1,2)	0
Vulpeculae Zeta	9404 (3a,7,1)	47 (5a,5b)
Vulpeculae Eta	2175 (5,2a,7)	163 (1,2)
Wolf Alpha	870 (3,1a,4c)	106 (4a,4d)
Wolf Beta	100 (1)	0
Zeeman	10421 (5a,4a,6b)	0

---

---

## Rainbow World Locations

Rainbow worlds, whose locations are highly valuable to the Melnorme, can be found at the following star systems. In all cases, they are in the first orbital position, closest to their sun.

Beta Pegasi

Epsilon Lipi

Groombridge

Beta Leporis

Epsilon Draconis

Gamma Aquarii

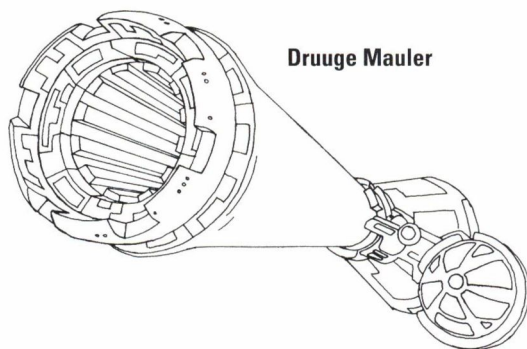
Gamma Reticuli

Zeta Sextantis

Gamma Kepler

Alpha Andromedae

It may be of interest to note that the locations of the Rainbow worlds form a particular pattern when diagrammed on the map of HyperSpace. The exact configuration of this pattern, as well as its significance, is left to the player to divine.



---

---

## Alien Homeworld Locations

Human (Earth)	Sol 3
Androsynth	Eta Vulpeculae 2
Arilou	QuasiSpace Coordinates (613.4, 590.0)
Chenjesu	Procyon 2
Druuge	Zeta Persei 1
Ilwrath	Alpha Tauri 1
Mycon	Epsilon Scorpii 1
Orz	Gamma Vulpeculae 1
Pkunk	Gamma Krueger 1
Shofixti	Delta Gorno 1 (thoroughly toasted)
Slylandro	Beta Corvi 4
Spathi	Epsilon Gruis 1a
Supox	Beta Librae 1
Syreen (New)	Betelgeuse 1
Syreen (Old)	Beta Copernicus 1
Umgah	Beta Orionis 1
Utwig	Beta Aquarii 1
VUX	Beta Luyten 1
Yehat	Gamma Serpentis 1
Zoq-Fot-Pik	Alpha Tucanae 1
Unzervalt	Vela 1 (the lost colony... your home)
Melnorme	All supergiant star systems

---

---

## NEW ALIEN RACES BIOGRAPHIES

### Burvixese

The Burvixese race evolved on the planet Arcturus 1, progressing from turtle-like swamp dwellers to a benevolent, highly technological society in just over fifteen million Earth years. Although the Burvixese had the wherewithal to build crude interplanetary vessels, they preferred to remain on the comfortable damp surface of their world and explore the galaxy through HyperWave communication. Using this method, the Burvixese made contact with several neighboring alien cultures, including the Utwig, the Gg, and unfortunately, the Druuge, whom the Burvixese would have been much better off never finding. For many decades, the Burvixese exchanged information with these races, trading technological, historical and philosophical facts and theories, until the fateful year 2142. It was then that the Gg announced that they had come under attack by a unknown alien race, who appeared to want nothing less than their complete annihilation. The Gg surmised that the hostile race, the Kohr-Ah, had located them using the Gg's HyperWave transmissions. Knowing that they had little chance of survival, the Gg warned the Burvixese that, unless they restricted their own transmissions, they too might face a gruesome fate.

Being a charitable race, before the Burvixese turned off their HyperWave transmitters, they shared the Gg's warning with the Druuge. But it was too late. The Druuge's powerful advertising beacons had already attracted the attention of the murderous Kohr-Ah, who, having finished with the Gg, began moving in the general direction of the Persei constellation, home of the Druuge. Realizing their peril, the Druuge took immediate action. They ceased all transmissions and sent a task force of their fastest ships to the moon of the Burvixese world. Once there, the task force assembled a huge HyperWave broadcaster on the moon's surface. When it was complete, the Druuge activated the unit which began emitting powerful HyperWave signals, focused directly toward the oncoming Kohr-Ah fleet. The Druuge hoped that the hostile aliens would change course toward the Burvixese planet and fail to find their own worlds. Unfortunately, this ruse was all too effective: the Kohr-Ah changed course, attacked the poor Burvixese and, sadly, destroyed them all in three days of orbital bombardment.

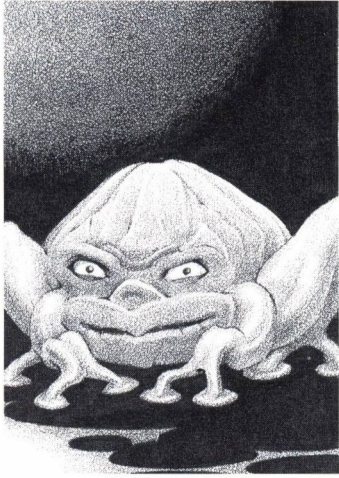


## Chmmr

Half living crystal, half machine, the Chmmr are a new hybrid of two Old Alliance races, the Chenjesu and the Mmrnmhrm. This synthesis, when complete, will produce the most powerful race in the known region of the galaxy. The two races' reasons for engaging in this hybridization are largely unknown, but some researchers surmise that for the Chenjesu, it was a matter of evolution. Having long since established a stable technology and philosophy, the crystalline Chenjesu may have felt a need for "new blood" to promote radical change and growth. The Mmrnmhrm's reasons were probably much more pragmatic. Their creator, a

huge alien factory-vessel known as the Mother Ark, was failing and, without a new system for reproduction, the robotic Mmrnmhrm faced gradual but inevitable extinction.

The Chenjesu and Mmrnmhrm made the final decision to begin the hybrid synthesis, called The Process, after the two races were defeated by the Ur-Quan Hierarchy in 2134. They both chose to be imprisoned under a slave shield on the Chenjesu's homeworld, Procyon 2. Not knowing what the two races planned, the Ur-Quan agreed to this situation, and for the past twenty years, The Process has continued. Estimates for The Process' completion date range from 90-110 Earth years, depending on the precise solar energy output of the slightly variable star Procyon. If an additional source of solar energy could be found, the Process would be completed much sooner.



## Dnyarri

This evil alien race consists of small, grayish creatures resembling a cross between a toad and an unhealthy mushroom. The Dnyarri's unassuming aspect belies its true nature as one of the most hostile and dangerous species in the galaxy, because each Dnyarri possesses psychic compulsion mental powers. With these powers, a single Dnyarri can hold an entire planet enthralled. A Dnyarri mental command is so strong that only one race, the extinct Taalo, had been able to resist its power.

The non-technological Dnyarri were discovered over 20,000 years ago by the Ur-Quan, then a peaceful member of the Sentient Milieu. The Ur-Quan brain was particularly susceptible to the Dnyarri's psychic compulsion, and the Dnyarri used this weakness to force the Ur-Quan to transport them off their planet and distribute them throughout Milieu space. The ensuing slave war lasted only a few months as race after race was quickly enslaved by the Dnyarri's powers. Only the Taalo could resist, and they were destroyed by the other, now-enslaved races.

The reign of the Dnyarri lasted several thousand years. During this time, they ruled the ex-milieu races with uniquely perverse cruelty, even causing two of the species to be utterly destroyed. This period of time was a living nightmare for the races who survived.

Like all slave masters, the Dnyarri were eventually defeated. The hatred of their freed slaves was so extreme that the Dnyarri were not eliminated. Instead, their genetic structures were modified so that their offspring were born non-sentient — dumb animals, who the Ur-Quan took as pets. The immense telepathic powers remained in the Dnyarri, but without intelligence they could use these abilities only for interspecies translation at the command of their masters. Over the following millennia the Dnyarri became known as the "Talking Pets".

---

---

## Drall

The Drall were one of the four founding members of the cooperative union of races known as the Sentient Milieu, which dominated the local region of space some 20,000 years ago. Historical fragments show the Drall to be tall, skeletal humanoids often reaching 3 meters in height. It is suggested that the Drall evolved from a mud-skipper analog, because the few images that remain show clear evidence of both mouth-lung and gill systems.

In terms of their culture, philosophy, and history, we know almost nothing. When the Dnyarri assumed control over the Milieu, they found the Drall to be inferior to their other slave races, and compelled the Ur-Quan and the Mael Num to destroy them.



## Druuge

The Druuge are a callous, amoral and perhaps even genuinely evil race who care for nothing but profit and personal gain, usually through devious mercantile exchange.

Physiologically, the Druuge are humanoid, but they possess certain characteristics which make them less than attractive to people from Earth. Chief among these traits are body odor, constant oozing from the mouth, nose and ears, and breath best described as putrid.

Druuge history bears strong similarity to that of Earth, however. Having evolved from solitary hunter-gatherers, rather than tribes, the individualization of the Druuge is much greater than that of most humans. Sentiment, and more specifically the concepts of Love, Honor and Charity, are totally foreign. Druuge "families" are profit-making undertakings. Mutually acceptable males and fe-males meet at "Repro Mixers", negotiate terms, sign the necessary forms, and engage in the requisite carnality. Any offspring are instantly made part of this business arrangement, and typically accept terms which give their parents a 12-18% lifetime royalty on their income. Since the parents' take is directly proportional to their offsprings' occupation, families usually spend considerable funds in education and specific training to further the return on their investment.

---

---

At present, all living Druuge are employed by a single entity, the Crimson Corporation. In the past there were other businesses, but with the relaxation of anti-monopoly laws, the formation of a single, monolithic company was inevitable. Using leverage buyout tactics, the Crimson Corporation has purchased all land on all Druuge planets, and the atmosphere as well. Breathing, as such, is considered a perk of working for the Corporation, and consequently there is limited job turnover. Retirement benefits most often include continued breath provisions, though at reduced levels.

Not more than fifty years ago, the Druuge were informed by the now-extinct Burvixese race (whose sad death can be blamed directly on the Druuge) of a powerful alien nation called the Utwig. The Utwig possessed some kind of gigantic bomb. The Druuge recognized the description of the bomb as a Precursor planeteeering tool, and they set out to make it their own. Traveling from Zeta Persei (the location of their central trade world), the Druuge met the Utwig at Beta Aquarii. Their plan was to entice them with useless but genuine Precursor artifacts and take the bomb in exchange. The Utwig fell for the Druuge's foul ruse, and snapped up the artifacts. But instead of giving the Druuge their desired price, the Utwig traded a collection of 'historical oddments and genuine artifacts', which to this day the Druuge are trying to unload on unwary buyers. Specifically, these include Wimbli's Trident and the Glowing Rod which are worthless, as well as the Rosy Sphere which is useful.

## **Faz**

The Faz joined the Sentient Milieu several centuries before the Ur-Quan, about 2,000 years ago. Like the Ur-Quan and the other Milieu races, the Faz fell under the psychic compulsion of the Dnyarri and for over 2,000 years served their masters every perverted wish. The Faz survived their time as slaves and helped the Ur-Quan defeat the Dnyarri. But when their evil masters were finally overthrown, the Faz became the first victims of the "Path of Now and Forever", a new Ur-Quan doctrine designed to ensure that race's perpetual freedom. The Faz were offered the choice of fighting for the Ur-Quan as battle thralls, or being forever contained on the surface of their world, cut off from the rest of the galaxy. The Faz chose the latter option, and thus became the first world — there would eventually be thousands — to be enclosed in an Ur-Quan slave shield.

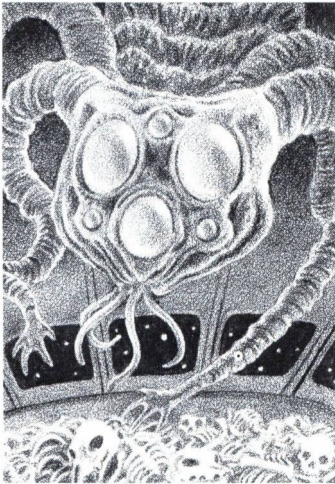
The location of the Faz homeworld, and their eventual fate is unknown.

---

---

## Gg

The Gg were known only by the now-extinct Burvixese race who communicated with the Gg via long range HyperWave broadcast. It was the Gg who warned the Burvixese of the approach of the hostile Kohr-Ah, as well as the accurate conjecture that the Kohr-Ah used HyperWave transmissions to locate their prey. Since the Gg were loath to engage in visual transmissions, their appearance must remain an eternal mystery for their world was incinerated by the Kohr-Ah in 2142.



## Kohr-Ah

The Kohr-Ah are a variant strain of the Ur-Quan race, synthetically split off from the main species to become the “muscle” of the Dnyarri slave empire — the physical laborers and soldiers. In appearance, the Kohr-Ah resemble the Ur-Quan, except that they have a black body sheath, while the Ur-Quans have a brilliant green exterior.

When the Dnyarri were defeated over 20,000 years ago, both the Ur-Quan and the Kohr-Ah agreed that they had to do something to ensure that they would never again be made slaves. The green Ur-Quan devised the “Path of

Now and Forever”, a doctrine which dictated that all other races must be either permanent slaves to the Ur-Quan, or be forever trapped on their own world under an impenetrable force shield. This plan was not sufficient for the black Ur-Quan. Nothing less than the complete destruction of all non-Ur-Quan sentient life was acceptable, and this was defined to be the “Eternal Doctrine” by a new leader named Kohr-Ah.

The conflict between the Kohr-Ah and the Ur-Quan led to a bloody war. The Kohr-Ah lost, and were exiled by the Ur-Quan. The Kohr-Ah slowly rebuilt their strength and now pursue their “Eternal Doctrine” of genocide.

---

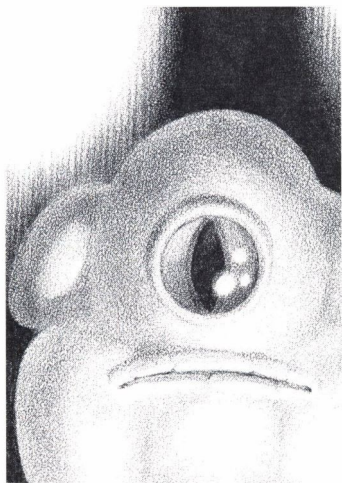
---

## Kzer-Za

Kzer-Za is the name of the Ur-Quan hero who discovered that it could temporarily stun the Dnyarri by inflicting severe pain upon itself. Although Kzer-Za died in the process, this technique was soon perfected, and a device known as the Excruciator was built which provided the Ur-Quan and the Kohr-Ah with the constant flow of agony necessary to defeat the Dnyarri. In honor of its courage, Ur-Quan Kzer-Za was adopted as the name of the green Ur-Quan.

## Mael-Num

The Mael-Num were one of the founding members of the Sentient Milieu who survived the millennia of Dnyarri enslavement along with the Ur-Quan, the Kohr-Ah, the Yuptar, and the Faz. When the Dnyarri were finally overthrown, the Ur-Quan and the Kohr-Ah adopted different strategies for protecting their species from future enslavement. The green Ur-Quan chose to become slave masters themselves, while the Kohr-Ah chose to destroy all other intelligent life. When these two rival factions met at the Mael-Num's home planet, this doctrinal conflict led to a bloody war. During the battles between the Ur-Quan and the Kohr-Ah, the Mael-Num fled their planet in a huge fleet of interstellar vessels, and vanished.



## Melnorme

The Melnorme are interstellar traders who deal primarily in information. Since they enjoy somewhat of a monopoly on HyperSpace trading, the Melnorme never haggle over a price. Their first offer is their one and only offer. The Melnorme are especially interested in data on alien life forms, as well as the locations of "Rainbow Worlds", rare planets whose strange radiations confuse starship scanning systems.

The history of the Melnorme is poorly understood, not because they are unwilling to reveal details, but because they will only do so for vast sums of credits. Even the location of their homeworlds is unknown.

---

---

Regardless of the details, the depth and breadth of this species' knowledge makes it obvious that the Melnorme are an old and widely traveled race.

Since the Melnorme have only one eye, they have no depth perception, but their singular ocular organ is rich in complex-cone cells, affording them sensitivity to light far outside the range of human perception. Perhaps as a consequence, the Melnorme take great care and concern with color.



## Orz

The Orz are newcomers to the nearby region of space, having somehow displaced the Androsynth in the Vulpeculae constellation during only the last few years. The fate of the Androsynth is unknown. Physiologically, the Orz seem straightforward gill breathers, gathering dissolved gases from a strong ethanol solution. However, in terms of mental processes, the Orz are well... different. No known current technological device can accurately translate their language. The little that has been divined from contact with this race leads to a disturbing conclusion: they are not from this dimension.

The Orz have somehow pushed through from... elsewhere. Although the natives of the Orz remain a mystery, there is a suggestion that the Ariloulaleelay may have some knowledge on the nature of this species.



## Pkunk

The Pkunk are a mystical off-shoot of the Yehat species who left their violent brethren long ago to found a peaceful enclave in the Krueger and Giclas constellations. The Pkunk claim to be in contact with a "higher consciousness", a "more pure truth", a "realer reality". Indeed, quite often Pkunk will offer profound statements regarding the peculiar relevance of obscure events in the distant past, or ominous portents of the near future. The relevance of the Pkunks' "wisdom" is highly variable and somewhat up to interpretation. Nonetheless, the Pkunk are a kind and helpful race whose friendship should not be spurned.

Although the Pkunk are inherently peaceful, they currently find themselves at war with the Ilwrath who have attacked them on the basis of commands from the dark Ilwrath deities, Dogar and Kazon.



## Slylandro

The Slylandro are an ancient race of gasbag people who live in the upper reaches of a gas giant's atmosphere. Their insubstantial physiology has made it difficult for the Slylandro to construct starships or other physical paraphernalia, and indeed they are incapable of surviving the rigors of space travel. However, the Slylandro are interested in exploration and new knowledge, and were frustrated in this regard until the Melnorme happened by a few decades ago. The Melnorme, who are always interested in barter for new knowledge, offered to sell the Slylandro robotic probe ships with which they could explore the galaxy in a remote fashion.

Unfortunately, the Slylandro made a slight error in programming the probes resulting in unanticipated behavior; instead of making friendly contact with alien life forms, the probes attack anything that moves.



## Supox

The Supox are a race of kind, sentient plant creatures who evolved from a species of semi-mobile symbionts. The Supox are quite aware of how unlikely their evolutionary path appears, and they use this fact as proof of their favored status with the "Higher Powers."

The Supox's biological foundation as a symbiont is reflected in their present relationship with the Utwig. The Supox look to the Utwig for guidance, and use the Utwig culture as a model for their own. In exchange, the Supox provide the Utwig with emotional support and sage advice, both of which the Utwig sorely need.

## Taalo

The Taalo were the only member of the Sentient Milieu who were able to resist the mental compulsion powers of the Dnyarri and maintain their freedom. This was a mixed blessing though, since the Dnyarri response was to have all the other enslaved Milieu races attack the Taalo planet at Delta Vulpeculae 2c, annihilating the Taalo.

Some historians have suggested that just before they were wiped out, the Taalo were near completion of a device which would have conferred their psychic immunity on the other Milieu races.



## Thraddash

The Thraddash are an arrogant, stubborn, and thick-skinned species who reside in the Draconis and Apodis star systems. They have little or no respect for anything but force, which they admire greatly. There is an old Melnorme proverb about the Thraddash which goes something like this: "To make a Thraddash your friend, kill him — but then of course, he's dead, so what's the point?"

Thraddash history includes the rise and fall of nineteen planetwide cultures. Tradition dictates that for a new culture to emerge and assume dominance, it must defeat the previous culture

in battle. As a consequence, the Thraddash are constantly blasting themselves back into savagery — all in the name of progress.

When the Ur-Quan entered the local region of space, the first race they conquered was the Thraddash, who eagerly chose the role of battle thrall. However, due to the Thraddash's arrogance and relatively weak starships (a model previous to the one now in service), the Ur-Quan left them behind in the Draconis star system to "guard the rear".



## Utwig

The Utwig are a race of sophisticated humanoids who inhabit the Aquarii constellation. Their culture is ancient and elaborate, as evidenced by their complex "Mask Etiquette" which dictates which of the eighteen hundred standard "facial appliances" should be worn under what circumstances. The Utwig empire was a vibrant, exciting place to be during recent years because of the acquisition of a supreme mystic device, the "Ultron", which was sold to the Utwig by the Druuge. Regardless of the true powers (if any) of the Ultron, the Utwig felt that its presence guaranteed their fulfillment. Unfortunately, during a recent ritual,

---

---

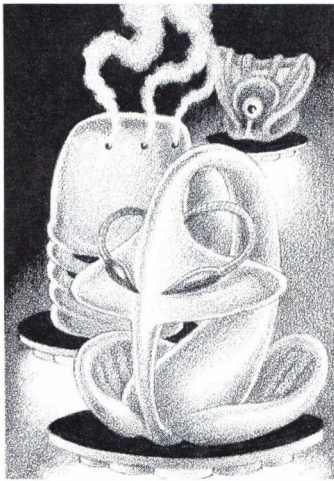
the Ultron was dropped and broken, resulting in a planetwide suicidal depression. The Utwig handed the broken Ultron over to their good friends and allies, the Supox, and now all the Utwig can manage to do is brood, spin regrets, and consider using their “super weapon” to end their misery.

## Yuli

The Yuli were members of the Sentient Milieu who were enslaved by the Dnyarri, found inferior and ordered destroyed. Additional details regarding this race are not available at this time.

## Yuptar

Like the Yuli, the Yuptar were of the Sentient Milieu and fell victim to the psychic coercive abilities of the evil Dnyarri. Unlike the Yuli, the Yuptar survived the millennia of slavery only to become the first victim of the Kohr-Ah’s “Eternal Doctrine” which required the “cleansing” of all non-Ur-Quan races.














## Zoq-Fot-Pik

The Zoq-Fot-Pik are a cooperative union of three separate, intelligent alien races, who all evolved simultaneously on the same world. There was a fourth intelligent species, the Zebranky, who preyed cruelly on the other three races, but in their equivalent of the Stone Age, the Zoq, Fot, and Pik banded together and annihilated the Zebranky. The three races found that they were much stronger and happier together than apart, and as a result have maintained their union ever since.

At the present time, the Zoq-Fot-Pik have found themselves in the unpleasant position of being in the middle of the doctrinal conflict between the Ur-Quan and the Kohr-Ah, whose ferocious battles have wreaked havoc on the Zoq-Fot-Pik worlds. As a result, the Zoq-Fot-Pik are in great danger (and could use an ally, quickly) but are also in a good situation to provide intelligence on the progress of the war.

## ALIEN LIFEFORM DETAILS

Lifeform	Type	Value	Hits to Stun	Speed	Danger	
	Roto-Dendron	Sessile	1	1	0	Harmless
	Macrocellia	Sessile	6	1	0	Harmless
	Splort Wort	Sessile	3	1	0	Low
	Whackin' Bush	Sessile	5	3	0	Harmless
	Slot Machine Tree	Sessile	2	10	0	Harmless
	Neon Worm	Wanderer	1	2	Slow	Harmless
	Stiletto Urchin	Coward	8	5	Slow	Harmless
	Deluxe Blob	Hunter	2	2	Slow	Low
	Glowing Medusa	Wanderer	3	8	Slow	Moderate
	Carousel Beast	Hunter	10	15	Slow	EXTREME
	Mysterious Bees	Hunter	3	3	Med	Low

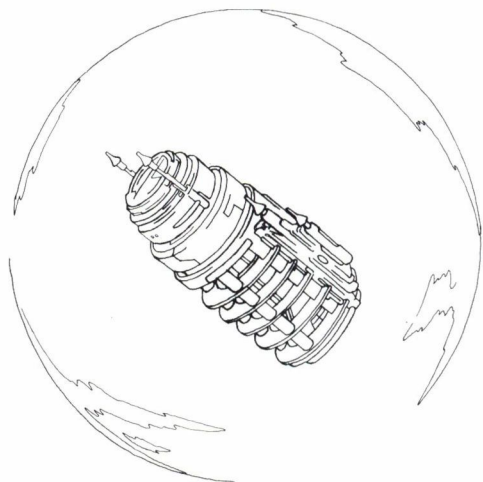
	<b>Lifeform</b>	<b>Type</b>	<b>Value</b>	<b>Hits to Stun</b>	<b>Speed</b>	<b>Danger</b>
	Hopping Blobby	Coward	2	1	Med	Harmless
	Blood Monkey	Wanderer	2	2	Med	Low
	Yompin Yiminy	Hunter	4	6	Med	Moderate
	Amorphous Trandicula	Wanderer	9	12	Med	EXTREME
	Crazy Weasel	Hunter	3	1	Fast	Low
	Merry Whumpet	Coward	1	1	Fast	Harmless
	Fungal Squid	Hunter	7	8	Fast	Moderate
	Penguin Cyclops	Coward	15	2	Fast	Low
	Chicken	Coward	1	1	Fast	Low
	Bubble Vine	Wanderer	6	2	Slow	Low
	Bug-Eyed Bait	Coward	4	2	Slow	Low

Lifeform	Type	Value	Hits to Stun	Speed	Danger
 Goo Burger	Sessile	8	5	0	Low
 Evil One	Sessile	1	1	0	EXTREME
 Brainbox Bulldozers	Wanderer	0	1	Slow	Harmless
 Zex's Beauty	Hunter	15	15	Fast	EXTREME

## Lifeform Trivia

- Hottest world with life: Alpha Circini 5 at 1281 degrees
- Single most life-rich planet: Delta Centauri 2a with 186 BioUnits
- Number of planets with life: 562
- Total number of lifeforms: 6451
- Total number of BioUnits: 28,352

Utwig Jugger



---

---

## PUZZLES AND MYSTERIES EXPLAINED

### **Ariloulaleelay: The Location of their Secret Homeworld**

The Ariloulaleelay are a secretive race whose homeworld is very well hidden. The main reason you may want to seek this race out is that they will give you an extremely valuable device, called a Portal Spawner. This device will speed your travel through space quite considerably.

Finding the Arilou is not only a matter of where but also of when. They live in a — for lack of a better word — “place”, which is accessible only during the 17-20th day of each month. To find the doorway to their “place”, carefully examine the starmap during the four specified days and look for a new green star. When you highlight the star, instead of printing its name, it will simply say, “Unknown”. The Spathi in space know of this doorway, as do the Melnorme. But if you want the exact location right this second, see Giveaway Clue #19.

### **Aqua Helix: From Whom and Where to Steal It**

The Aqua Helix can be found in Thraddash space, where it the most highly revered object of that race. The Helix has been the property of the Thraddash for millennia, and they aren't about to give it to you under any circumstances. Therefore, you are forced into the unpleasant role of thief.

Once you have located the right planet, you will note that the Helix is protected by an absurd number of Thraddash ships. You cannot beat them all — you will have to get sneaky. There are two tricks you can pull on the Thraddash to get the Helix: one is to convince them to go impress the Ur-Quan by attacking the Ur-Quan's enemy, the Kohr-Ah. While the Thraddash are gone, you can sneak down to the surface and snag the Helix. Alternately, you can ally with the Thraddash, and then rely upon their naive trust to let you go down to the surface to “just kind of look at” the Helix. Either way, once you have taken the Helix, don't expect the Thraddash to be your friends ever again.

To find the Aqua Helix planet, search Thraddash space for a planet guarded by a bazillion ships (it's not their homeworld), or see Giveaway Clue #18.

---

---

## **Burvixese 'Caster: Where to Find It**

The Burvixese 'Caster was actually once the property of the Druuge who placed it on the Burvixese' moon to lure the Kohr-Ah into attacking the Burvixese instead of themselves. The Druuge's plan worked, and alas, the Burvixese are no more. Nonetheless, the Druuge want the 'Caster back, and are willing to buy it from you. To learn the exact location of the Burvixese homeworld, talk with the Melnorme or see Giveaway Clue #4.

## **'Casters: What to Do with Them**

There are two HyperWave Broadcasting Units ('Casters) in the game which can be used for a variety of different tasks, specifically:

To summon a Melnorme Trading ship just use a 'Caster anywhere in HyperSpace. The ship will appear a few moments later.

Use a 'Caster at the Chenjesu homeworld to speak with them through their slave shield. Note that this doesn't work on any other shielded planet.

To impersonate certain divine personages, go to the homestar system of the race whose god(s) you wish to emulate, and use the 'Caster.

## **Chmmr: Speeding the Process**

If you talk enough with the Chenjesu/Mmrnmhrm hybrid race known as the Chmmr, you will learn that they will not leave their world until the melding process is complete, and this will take many decades. The reason for this delay is because the "Process" is fueled exclusively by the energy of the sun, Procyon. To speed the process, you will have to find some way to increase the amount of light energy falling on the Chmmr planet. To discover what you need to do this, try talking to the Shofixti Tanaka in the Delta Gorno star system. He once saw someone using a device that just might do the trick. To discover who has the device and where it can be found, see Giveaway Clue #11.

## **Clear Spindle: Where to Get It**

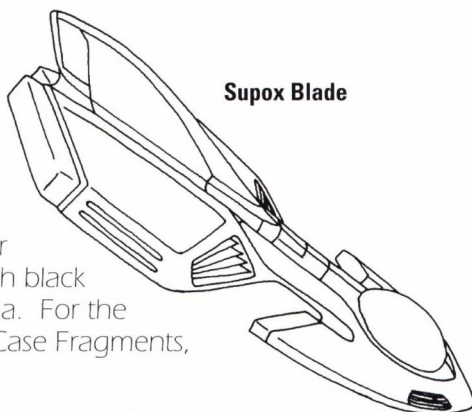
The Clear Spindle is in the hands of the Pkunk at their homeworld. To learn the location of this planet, talk with any Pkunk in space, or see Giveaway Clue #16. Upon your arrival at this planet, the Pkunk will give you the Clear Spindle for free and with no obligations whatsoever.

---

---

## Deep Child Egg Case Fragments: Where to Find Them

One set each of Egg Case Fragments can be found at all three of the “Shattered” worlds in Mycon space. To find the fragments, search the Mycon star systems for orange innermost planets with black surfaces cracked to reveal rivers of magma. For the precise locations of the Deep Child Egg Case Fragments, see Giveaway Clue #3.



## Druuge: How to Trade in Good Conscience

At best, the Druuge are cruelly amoral merchants with no conscience or concern for the rights of others. At worst, they are evil, conniving slave-traders, seemingly born from the darkest pit of Hell. It is all a matter of perspective — your perspective. More than anything, the Druuge want members of your crew. They will trade all their wares for a supply of your people to tend their atomic furnaces and/or serve as fuel for the same. The question is, do you want to sell your crew into slavery, and possibly hideous death, in exchange for a shiny bauble or a few units of fuel? If you are not bothered by this, by all means proceed, but be prepared for the consequences. Should word of your black deeds get back to the Earth Starbase, you may have trouble recruiting more people for your subsequent trips into space. Also, remember that the Commander is very protective of his personnel, and if he finds out you have been selling them to the Druuge, watch out!

If you cannot stomach becoming a trader in human flesh, congratulations! But now you find yourself facing a substantial problem: there is something which you absolutely need from the Druuge. How can you acquire this item? The Druuge will reveal this to you when you refuse their suggestion to trade them your crew. In addition to buying people, the Druuge will also make the following trades:

The Druuge desire Deep Child Egg Case Fragments from which they extract incredibly tough, fungal fibers to build inescapable harnesses for their slaves. For each set of fragments, the Druuge will give you one of their Mauler starships. There are three sets of fragments in the game, but the Druuge will buy only two.

---

---

The Druuge will fill ALL of your ship's fuel tanks if you give them the Burvixese HyperWave 'Caster. The Druuge will not be interested in any other Caster you may offer them.

Should you be sufficiently foolish or desperate, you can sell the Portal Spawner to the Druuge for three Mauler starships PLUS a full load of fuel.

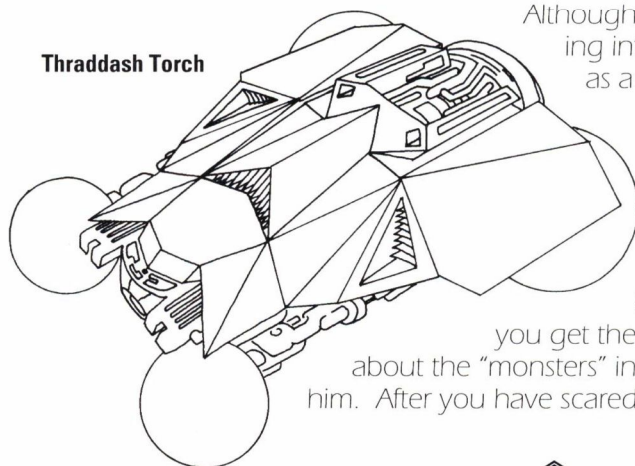
If you have no qualms about trading non-human slaves, the Druuge will gladly purchase the Cryogenic hibernation tanks containing the nubile Shofixti females in suspended animation. The Druuge desire the maidens to serve as surrogate mothers to a race of mindless hybrid offspring who will provide the Druuge with a limitless supply of living cannon fodder. This grim trade will earn you six Mauler combat ships, and most probably a ticket to hell in the afterlife.

When you trade one of the above items to the Druuge, they may offer you the Rosy Sphere instead. Although the Druuge do sell some worthless artifacts, this is not the case with this particular artifact.

## **Fwiffo: Making Friends with the Spathi Captain on Pluto**

Although the Hierarchy base on Earth's moon has been abandoned and the starships based there are long gone, a small part of this force remains on the surface of Pluto. A single Spathi captain named Fwiffo is the last remaining member of the Earthguard, a fleet of Spathi and Ilwrath combat ships left behind twenty years ago by the Ur-Quan to monitor Earth. Over the years, nearly all the ships have abandoned their post, leaving only Fwiffo.

**Thraddash Torch**



Although Fwiffo possesses some interesting information, his greatest value is as a member of your battle fleet. To get Fwiffo to leave Pluto and join your fleet, you will have to convince the Spathi captain that he would be safer joining you than remaining on the surface of Pluto. Just keep talking with Fwiffo until you get the opportunity to remind him about the "monsters" in space who are all out to get him. After you have scared Fwiffo in this manner, he will

---

---

accept your offer to join your fleet. Remember, even though you now have a Spathi ship, you cannot build more back at the Starbase until you have a supply of trained Spathi officers. The only way to secure these officers is to ally with the Spathi at their homeworld, Spathiwa which Fwiffo will tell you is Epsilon Gruis I. Fwiffo will also tell you the Secret Spathi Cypher, without which you will be unable to contact the Spathi Ruling Council. The only other way to learn the Cypher is by buying information on alien races from the Melnorme.

## **Kohr-Ah: Slowing their Death March**

Once the Kohr-Ah have defeated the Ur-Quan in their Doctrinal Conflict (usually in February of 2159), they will begin moving through space, destroying each alien race in turn. When they have eliminated all other races, the Kohr-Ah will move to Earth and vaporize the starbase and its inhabitants, ending the game. Up until this point, you can still win the game, regardless of how many races have been vanquished.

Although you cannot stop the Kohr-Ah from winning their war against the Ur-Quan, you can delay their victory for a year (until February of 2160) by having the Utwig and Supox attack them. To do so, get the Utwig's broken Ultron from the Supox, repair the device, and then return the fully operational Ultron to the Utwig.

## **Ilwrath: How to Get Rid of the Pesky Monsters**

The Ilwrath are a nuisance you could best do without, especially when you are traveling in the vicinity of Procyon. Still, the question remains, how are you going to get rid of them? The answer lies in subverting the Ilwrath's absurd devotion to Dogar and Kazon, their dark gods of death, deceit and destruction. Indeed, if you have talked with the Pkunk, you may have surmised that someone else has done exactly the same thing with the mysterious broadcasts on HyperWave Channel 44.

To remove the Ilwrath menace permanently, consider impersonating Dogar and Kazon, and giving the Ilwrath orders which will get them out of your hair. However, you will need a special device to aid you in your deception. To discover the nature of this device, talk with the Spathi about the "Grand Master Planet Eaters", or see Giveaway Clue #20.

---

---

## Orz: Hosting an \*Alliance Party\*

The easiest alliance to build is with the unusual race called the Orz. They can be found almost anywhere in the green Vulpeculae constellation, and their homeworld is at Gamma Vulpeculae I. Forging an alliance with the Orz is particularly simple: just ask! The “\*Alliance Party\*” will permit you to build the powerful Orz Nemesis vessel, complete with Orz Space Marines, or “\*Go-Gos\*”, as the Orz call them.

The only difficulty with the Orz is deciding whether or not you really want an alliance with them at all. The Orz are newcomers to this part of the galaxy, and have apparently annihilated the humanoid Androsynth who previously occupied the Vulpeculae stars. Are there risks to cooperating with the Orz? Is it dangerous to allow their captains to roam your Starbase freely in their super strong combat armor? Well, some things you will have to learn for yourself. Just remember — once you have made the \*Alliance Party\* with the Orz, never ask them about the Androsynth. Never!

## Pkunk: Becoming Friends

You cannot ever formally ally with the Pkunk but you can get their help from time to time in the form of a gift of a few Fury class starships. To become friends with the Pkunk, just visit their homeworld and act, well... friendly! Once you get your first batch of ships, you should be able to return every year or so for an additional supply.

## Pkunk: Stopping their Migration to Yehat Space

It is inevitable that a few months after your first meeting with the Pkunk, they will make a fateful decision to reunite with their Yehat brethren. Unfortunately, as you may know, their Yehat “brethren” would like nothing better than to eradicate their peaceful Pkunk relatives, preferably one feather at a time. So, how do you stop the Pkunk from making this foolish trip? You can’t — you can only delay their eventual encounter with the Yehat. A cruel fate, you say? Perhaps...perhaps not.

---

---

## Portal Spawner: A Map of QuasiSpace-HyperSpace Shortcuts

What follows is a complete listing of all the portals from QuasiSpace to HyperSpace and their respective coordinates in the two universes. You may want to copy these details to your Deluxe Map of HyperSpace.

	<b>QuasiSpace Portal at QuasiSpace Coordinates:</b>	<b>Leads to HyperSpace Coordinates:</b>
A*	(500, 500)	(043.8, 637.3)
B	(520, 514)	(011.1, 940.9)
C	(520, 540)	(584.9, 621.3)
D	(530, 528)	(775.2, 890.6)
E	(544, 532)	(036.8, 633.2)
F	(502, 460)	(318.3, 490.6)
G	(506, 474)	(190.9, 092.6)
H	(516, 466)	(567.3, 120.7)
I	(476, 458)	(409.0, 774.8)
J	(468, 464)	(921.0, 610.4)
K	(476, 496)	(611.6, 413.1)
L	(466, 514)	(230.1, 398.8)
M	(448, 504)	(565.7, 971.2)
N	(458, 492)	(860.7, 015.1)
O	(492, 492)	(005.0, 164.7)
P	(488, 538)	(973.5, 315.3)

\* Remember, this portal is only open from the 17th through the 20th of each month.

---

---

## **Rosy Sphere: Where to Buy It**

You can find the Sphere at the Druuge's central trade world, where they will sell it to you for a hundred of your crew members, or one of a few specific artifacts which they crave. To find the central trade world, talk with any Druuge ship in space, or see Giveaway Clue #15.

## **Sa-Matra: How to Destroy It**

To destroy the Ur-Quan ultimate battle platform, you require three things: the location of the Sa-Matra, something to create a big enough distraction to let you slip past the Sa-Matra's guardian fleet, and a destructive device of sufficient strength to blast through the battle platform's defensive screens.

The location of the Sa-Matra is alluded to by the Zoq-Fot-Pik, the Supox, the Utwig, and the Melnorme. However, the Pkunk make the most specific reference when they describe their shared dream of dark and ominous portents:

...Yes, a dream. We have seen that in the center of this region of space, near stars that form the shape of a cup, and are in a constellation that begins with the letter C and ends with the letter S, and whose letters rearranged spell, "Asteric"...

If you want the exact location, see Giveaway Clue #6.

The distraction you need can be found at the Umgah homeworld of Beta Orionis 1. Yet the very factor which makes the distraction so effective can also be hazardous to your health, so be careful.

The bomb can be found in Utwig space (location is Giveaway Clue #9), but you will be unable to acquire the weapon until you deliver a fully repaired device called the "Ultron" to the Utwig. Once you have attained the bomb, you will learn that in its present condition, it will be unable to destroy the Sa-Matra. It must be improved.

## **Shofixti: Resurrecting the Species**

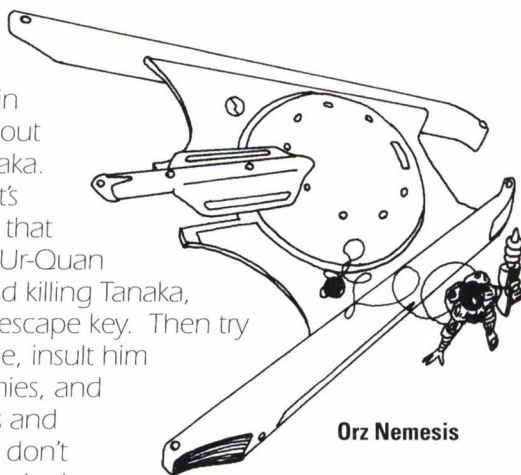
When the Ur-Quan forces entered the Shofixti home star system of Delta Gorno, the Shofixti detonated a huge bomb in the photosphere of their sun. The explosion ripped away a portion of the sun's outer layer, allowing the super-heated interior to stream out in a storm of gigantic solar flares. All life in the star system was destroyed, Ur-Quan and Shofixti alike. As a consequence, most people assume that the Shofixti are extinct. This is not quite correct.

---

---

There are over a dozen Shofixti still alive in the galaxy. Due to the potent reproductive capabilities of the species, the Shofixti could repopulate their culture in less than a century, and provide you with a huge supply of crew in a fraction of that time. The problem though is bringing the male and female Shofixti together for the... er... reproductive thing.

Locating the male Shofixti is fairly straight forward: go to Delta Gorno and look for a single Shofixti ship patrolling the system. The Captain (and sole crew member aboard his scout ship) is a feisty old Shofixti named Tanaka. Since Tanaka's sensors are damaged (it's worthwhile finding out how they got that way), he will think your flagship is an Ur-Quan dreadnought and attack you. To avoid killing Tanaka, run away from battle by pressing the escape key. Then try talking with Tanaka again, but this time, insult him back. Ur-Quan don't insult their enemies, and eventually even Tanaka will realize this and relent. If you kill Tanaka inadvertently, don't despair. His brother Katana will appear in the Delta Gorno star system later on, after you have acquired Shofixti females.



The only Shofixti females alive are actually in suspended animation somewhere in VUX space, under the control of Admiral ZEX, the brilliant but perverse VUX military genius. ZEX's hobby is finding new and exotic additions for his "menagerie" of creatures. The Shofixti maidens are there at ZEX's private planet. To find the location of this world, ask any VUX or see Giveaway Clue #3.

## Slylandro Probes: How to Stop Them

If you've spent much time in HyperSpace, you have probably run into one or two of these annoying entities and either been forced to destroy them or been destroyed by them. The tumbling red probes profess to be on a mission of peace, but you know better! So what's their problem?

The truth of the matter is that the probes WERE sent out on a peaceful mission. Unfortunately, the beings who sent out the probes weren't very competent with technology and they messed-up the mechanism's programming. Now, instead of exploring the galaxy and making peaceful contact with other

---

---

alien races, the probes are relentless hunters. They will chase anything that moves and try to break it down into its component atoms, blowing the target to bits in order to gather raw materials to build replicates of themselves. This unhappy habit is the result of a Slylandro having changed the probe's sub-mission priority settings for Replication behavior from low to absolute maximum.

So how do you stop these probes? Simply find the Slylandro (the creatures who sent them out into space), and explain to them that they have made a dreadful mistake by changing the probe's Replication priority setting. Once you have done this, they will give you a destruct code which automatically destroys any probe you meet, without your even having to enter into combat.

There are several ways to locate the Slylandro homeworld: ask the Melnorme for information about Current Events (it's the 6th piece of information), OR ask the Thraddash about their brutal history three times, OR, each time you meet a probe, engage it in conversation. When it is your turn to say something, pick the third option. The fourth and subsequent times you pick this option, the probe will print a coordinate pair. Pause the game and write these coordinates down. These are NOT the coordinates of the Slylandro homeworld; rather they are the coordinates of the probe relative to the Slylandro homeworld, its point of origin. You should be able to use your present position, and the probe's coordinates, to locate the homeworld. To make things even trickier, the first number in the coordinate pair is the Y-component (up/down) and the second number is the X-component (left/right).

There is one last trick to finding the Slylandro Homeworld. Unlike all other life-forms in known space, the Slylandro are NOT native to solid, rocky worlds. You will have to look elsewhere.

For the exact location of the Slylandro homeworld, see Giveaway Clue #1.

## **Spathi: Forming an Alliance**

For all their cowardly whining, the Spathi are one of the strongest allies you can have in the game. Getting the Spathi to join you is simple, once you know where their homeworld is located, at Epsilon Gruis I. To speak with the Spathi leaders, you will also have to learn a password, the Secret Spathi Cypher ("Huffi-Muffi-Guffi"), from either Fwiffo on the surface of Pluto, or the Melnorme.

When you arrive at the planet, you will discover something strange: the Spathi are living on their moon, not Spathiwa. Perhaps it has something to do with

---

---

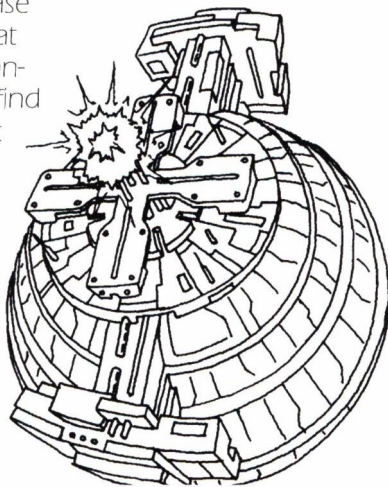
the many quasi-ursine creatures covering the surface of Spathiwa? The Spathi High Ruling Council will explain that these creatures are the “Evil Ones” who ran the Spathi off their own world many years ago. In order to ally with the Spathi, first try asking the High Ruling Council to join you. When they refuse, explain how strong you are, and how the Spathi are better off with you as an ally than with the Ur-Quan. Eventually, the Spathi rulers will offer you a challenge: to prove yourself, you must eliminate the Evil Ones from the surface of Spathiwa.

Fortunately, the “Evil Ones” do not appear to find human flesh particularly tasty and will not attack your lander when you make planetfall on Spathiwa. However, if you touch an Evil One, be prepared for a vicious attack! The best strategy is to remain at a distance from the creatures, stun them into submission, and then carefully pick them up, one at a time. When you think you are done and have returned to orbit, you may want to make one last Biological Scan, just to insure that you haven’t left any Evil Ones on the surface. You wouldn’t want the Spathi to return to Spathiwa only to be cruelly devoured, would you?

Next, return to the moon and inform the Ruling Council of your success. They will then dismiss you and send Spathi to the surface to confirm your claim. Return immediately and demand they make good on their offer of alliance. Do not permit the Spathi to delay their obligations. Eventually, after a threat or two, the Spathi Ruling Council will agree to fulfill their commitment, and will begin sending Spathi technology and captains to the Earth Starbase, allowing you to build as many Spathi Eluder starships as you can afford.

#### **Melnorme Trader**

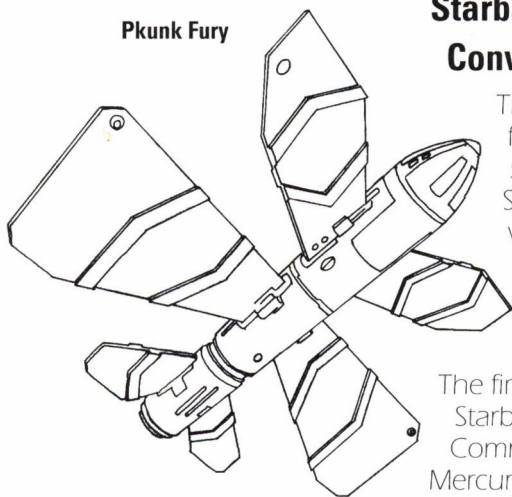
A final note: you will soon learn from the Starbase Commander that Spathi scientists have arrived at Earth to study the slave shield encircling the planet. Although they claim that they are trying to find a means of lifting the force field, the truth is just the opposite. You have a limited number of months before the Spathi learn what they need to know, return to Spathiwa, and use their new knowledge to erect an impenetrable shield around their own planet, cutting them off from the affairs of the galaxy. Since this will also stop the supply of additional Spathi captains, you may want to purchase several Eluder vessels before the Spathi successfully raise their planetary shield.



---

---

**Pkunk Fury**



## **Starbase Commander: Convincing Him to Help You**

This first challenge is accomplished by performing three, relatively simple tasks in sequence. Once you have done so, the Starbase Commander will be so impressed with you and your Precursor starship, that he will devote the full capabilities of the Starbase to helping you on your quest to defeat the Ur-Quan.

The first part of the challenge is to supply the Starbase with radioactive minerals. The Commander tells you that there are some on Mercury (the planet closest to the sun), but warns you to be careful since Mercury's proximity to Sol makes the surface VERY hot and dangerous. The Commander is correct on both counts. You can go to Mercury to acquire radioactives, but it is much safer to go to Io, the first moon of Jupiter. Once you have put yourself into orbit at either world, SCAN the surface for MINERAL deposits. Radioactive deposits will be colored orange, and the larger the dot on the screen, the more units of an element you will find in a deposit. Next, select DISPATCH and place the crosshair right on top of a radioactive deposit, then press ENTER. Due to the alien nature of your landing vehicles (remember, they were built by and for the Precursors), you will not land exactly where you intended. Now use your navigation controls to move your lander over the deposit to pick it up. Any amount of radioactive minerals, however small, is sufficient for the Starbase Commander's needs, but you may want to pick up additional minerals (they will be valuable a bit later on). If you are exploring the surface of Mercury, be sure to avoid the crawling fire trails — they will destroy your lander in a second if they touch you. Once you have gathered some radioactive minerals, return to the Starbase and give them to the Commander.

After supplying the Earth Starbase with radioactives, your next task is to prove to the Commander that you are capable of dealing with the Ur-Quan. The Commander suggests that you should do so by 'dealing with' the Hierarchy base on the moon. This is easy. Simply enter orbit at the moon and scan for energy sources, and then land near the one energy node you discover (the lunar base). Move onto the base to receive a report from your landing team. After reporting what they have found at the base, your landing team will

---

---

return to your ship, automatically bringing with them valuable scavenged materials. Now return to the Starbase and report what you have found. The Commander will be suitably impressed. However, before he agrees to join with you, you will face the third and final part of this initial challenge: a surprise attack by a lone Ilwrath Avenger!

You have no alternative to facing the Ilwrath in combat. Still, you would be well advised to use your short conversation with the Ilwrath starship captain to gather whatever information you can, such as the fact that the Ilwrath ship is returning home from a battle with the Pkunk in the Giclas constellation. Since these 'Pkunk' are the enemy of the Ilwrath (your enemy), perhaps they will become allies with you. (Then again, maybe the Pkunk will just try to bite your head off — aliens can go both ways.) In any event, you must fight the Ilwrath. Fortunately, the alien ship is partially crippled, possessing half its normal crew complement and being unable to cloak (turn invisible). The most effective way to deal with the ship is to attack with the Earthling Cruiser, keeping your distance from the enemy ship and launching a continuous stream of MX missiles. Once the Ilwrath has been destroyed, the Starbase Commander will be ready to listen to your plans for overthrowing the evil Ur-Quan.

## **Sun Device: How to Acquire It**

You will need this artifact to speed the Chmmr hybridization process — to free them so that they can help you against the Ur-Quan. Finding the Sun Device is the easiest part of the problem. Both the Shofixti in the Delta Gorno system and the Yehat will give you clues to its location (see Giveaway Clue #11 for its precise location). Then, once you have found it, you will have to find some way past the huge number of ships guarding the Sun Device. You will have to lure all or at least most of the ships away from the planet using some kind of ruse. And you will need help. The Syreen are the key to unlocking this puzzle, though allying with them may not be the simplest task. To find the location of the Syreen's homeworld, ask the Ariloulaleelay or the Melnorme, or see Giveaway Clue #12.

## **Syreen: Forming an Alliance**

When you find the Syreen homeworld (see Giveaway Clue #12, or talk with the Ariloulaleelay or Melnorme), you will soon learn that the female warriors are content on their new planet and have no desire to join with you in your struggle against the Ur-Quan Hierarchy. Your only hope of getting them on your side is uncovering a secret which, when revealed to the Syreen, so

---

---

angers them that they will leave their world to seek revenge. So, what's the secret? Well, it has something to do with the tragic destruction of the Syreen's original planet, Syra. The Syreen believe the cataclysm was caused by a freak meteor impact, but the truth is far different. A Mycon "Deep Child" destroyed Syra.

To convince the Syreen to ally with you, you must first be told about the function of the "Deep Children" by either the Mycon, the Druuge, the Ariloulaleelay or the Melnorme. Then you must gather physical evidence — a Deep Child egg case from the surface of one or more Mycon "shattered" worlds. You can find the "shattered" worlds by exploring Mycon space, or by looking under Giveaway Clue #13.

## **Syreen: Locating the Ship Vault**

After you have confronted Talana, the Syreen starbase commander, with your proof about Syra, the Syreen will offer their assistance, provided you help them exact their revenge. First you must find their fleet of Penetrator starships which the Ur-Quan hid in an underground vault at a nearby star system. To find the vault containing the ships, talk with the Zoq-Fot-Pik or see Giveaway Clue #14.

Once you have opened the ship vault, return to Betelgeuse and follow Talana's instructions.

## **Talking Pet: Enlisting its Assistance**

The mental powers of the Talking Pet will serve a single important purpose: they will distract the Ur-Quan and Kohr-Ah long enough so that you can get close to the Sa-Matra.

To get the Talking Pet working for you, you will have to remove it from its present location at Beta Orionis 1. Since it is likely that the Talking Pet will not go willingly, you will have to find some way to neutralize the creature's mental powers. The secret to this defense can be found at the ancient Taalo home-world, which is located in Orz space. For the nature of the device, see Giveaway Clue #7, and for its location, see Giveaway Clue #8.

---

---

## **Taalo Shield: How to Acquire It**

The Taalo mind shield can be found at an ancient Taalo planet located in Orz space. For the exact location of the shield, search this area carefully, or see Giveaway Clue #8. There is one complication, however. The Orz find the Taalo planet a very interesting and pleasant place. Unless they are allied with you, you will have to destroy at least ten of their ships to reach the planet's surface and attain the Taalo Shield.

## **Thraddash: Forming an Alliance**

The Thraddash are thick-headed bullies who understand little else but violent conflict. Therefore, it should not come as surprise that the only way to ally with them is to impress them with your own might, say by defeating a certain number of their vessels. The only restriction to this method is that you must defeat ALL of the ships in a battle group to have their number credited to your score. As a consequence, it is pointless to attack the Thraddash homeworld or the Aqua Helix planet, since they both possess an unlimited number of ships.

To learn the exact number of ships you need to defeat in order to impress the Thraddash enough to ally with you, see Giveaway Clue #21.

## **Ultron (Broken): How to Effect Repairs**

The Ultron is an ancient and mysterious device whose mystic powers, if any, were quenched when the Utwig High Proctor dropped it during a particularly frenetic ritual. After breaking the Ultron, the Utwig became so despondent that they gave the ruined device to the Supox, and are now on the brink of cultural suicide. In order to fix the device, you will have to find and "use" three replacement parts; the Rosy Sphere, the Clear Spindle and the Aqua Helix. These devices are scattered across space, and it is your job to bring them together with the Ultron as quickly as possible.

---

---

## Umgah: Forming an Alliance

Can you ally with the Umgah? Simply put, no, but it is quite possible to become a great hero in the eyes of the Umgah, their ultimate savior. How? The answer lies in freeing them from the bondage of a creature who, at some point in the game, will enslave the Umgah with its evil psychic coercive powers. Free the Umgah from their heinous bondage and you will earn a reward...although perhaps not something you expect. Remember, the Umgah have a very strange sense of humor.

To rescue the Umgah, remove the psychic creature from Beta Orionis 1, the Umgah homeworld.

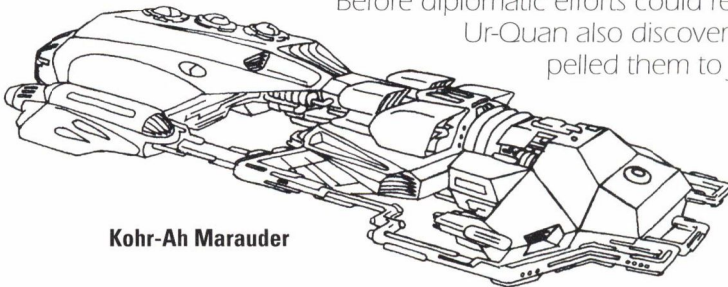
## Utwig Bomb: Amplifying its Destructive Power

Once you have gotten the Utwig bomb, you will soon learn that it is not yet powerful enough to fulfill its destiny: to destroy the Ur-Quan battle platform known as the Sa-Matra. There is only one race in space who has the technological sophistication to perform this improvement, and they are under a slave shield. You must find them and somehow cause the shield to fall. For the name and location of this race, see Giveaway Clue #10.

## VUX: Apologies, Apologies

It is common knowledge that during the war with the Hierarchy, Humanity encountered an unknown race which called itself the VUX. Although hideous in appearance, the VUX had a considerable star fleet, and would have made a significant ally against the Ur-Quan, were it not for a certain blundering starship captain named Rand. Captain Rand's cruiser was the first Alliance starship to encounter the VUX. When he saw the VUX starship captain, he blurted out an insult regarding the aliens appearance and parentage, not knowing that the sophisticated VUX language translation technology had relayed his every word to the VUX captain. Combat immediately ensued.

Before diplomatic efforts could resolve the situation, the Ur-Quan also discovered the VUX, and compelled them to join the Hierarchy.



**Kohr-Ah Marauder**

---

---

So, perhaps you have come to the conclusion that the time is right for humanity to apologize for Captain Rand's foolish insult. The VUX are intelligent creatures, compassionate in their own way. Surely after all these years they will respond to your genuine desire to forge a bond between your two races.

WRONG! The VUX will never become your allies! They despise Earthlings with such great loathing that nothing you can do will sway them from their hatred. Why? Well, the old insult is only a small part of the problem. The real difficulty is that the very sight of humans makes the VUX immediately throw up (and if you've never seen a green, multi-tentaculated beast vomit, take my word for it, it's horrible). In reality, VUX are far worse bigots than humans. For years they have hidden behind Rand's insult, using it as their excuse for incessant hostility, when the truth of the matter is the VUX simply think humans are too ugly to let live.

So how do you deal with the average VUX? MX missiles or space marines. Still, there is one VUX with whom you can make friends, though he is hardly average. You must seek out Admiral ZEX, the eccentric military genius who led the entire VUX starfleet during the war. Alone among the VUX, the admiral has a soft spot in his circulatory organ for human beings. You will find ZEX tending the menagerie of lifeforms he has assembled on his own personal world. To locate this planet, ask any VUX or see Giveaway Clue #3.

## **Winning the Game: In a Nutshell**

Okay, you want to cut to the action, right? Here's what you do: find the Ur-Quan's ultra-powerful battle platform, the Sa-Matra, and destroy it! It's that simple.

## **Words: Getting the Ur-Quan and Kohr-Ah to Reveal their Past**

For the most part, neither the Ur-Quan or the Kohr-Ah are particularly fine conversationalists. However, if you know the right words, you can get them to "open up" to you — at least a bit. To learn the words, you can talk to the Pkunk (ask them for advice on how to deal with the Ur-Quan), the Melnorme, or with Spathi ships in space. Once you have heard the "words" you can repeat them to the Ur-Quan and/or Kohr-Ah at your next encounter.

---

---

## **Yehat: Triggering the Revolution**

Twenty years ago, the Yehat Veep-Neep Queen joined forces with the Ur-Quan Hierarchy, against the wishes of many honorable Yehat, including nearly all of her starship captains. Although the Yehat are initially hostile to you and your plans for war against the Ur-Quan, you can start a civil war between the Royalist factions (who are loyal to the Queen), and the starship clans who hold true to the ancient Yehat qualities of honor and integrity.

To trigger the revolution, you must add a Shofixti ship to your fleet and then approach a Yehat ship in space. When confronted by a living Shofixti (the Yehat's adopted child race whom they believed extinct), many of the Yehat will turn against the Queen and a huge battle will begin. From this point on, half of the Yehat ships you meet will be rebel friends, who hold true to the old Alliance of Free Stars, while the rest will remain your enemies. Never look for friends at the Yehat homeworld on Gamma Serpentis I.

Although the Yehat rebel forces are unable to spare starship captains to send to your Starbase (which would allow you to build as many of their ships as you wanted), from time to time the rebels will give you a handful of their powerful Terminator vessels. In addition, they will provide substantial assistance at the climactic, battle with the Ur-Quan, should you need it.

## **ZEX: Dealing with the Eccentric Admiral**

Admiral ZEX is the only VUX who actually likes to have human beings around. Since all other VUX regard humans the same way they view putrid flesh, you'll understand why the VUX consider the admiral to be, to say the least, eccentric. However, due to ZEX's military genius, he is allowed to do whatever he pleases, as long as he remains at his personal menagerie world, Alpha Cerenkov I.

Beyond his dubious friendship, ZEX has only one thing to offer you to aid your struggles against the Ur-Quan. On the surface of his menagerie planet, ZEX has cryogenic hibernation tanks containing a dozen Shofixti Maidens. These Shofixti females are absolutely necessary to restoring the Shofixti race. ZEX will agree to give you the maidens on one condition: you must deliver to him a beast he desires. To ZEX, the beast is a "beautiful creature" who resides on a planet orbiting a yellow star on the far side of space. The beast's world is in a constellation of eight stars which looks like a snake that has devoured an elephant. For the exact location of the "beautiful creature", see Giveaway Clue #5. Once you have located the beast, beware! The creature is the single most

---

---

deadly lifeform in this part of the galaxy, and it will be tough to incapacitate. However, once you have the creature stowed aboard your vessel, you will be safe. Once you have acquired the beast, return to Alpha Cerenkov 1, and deliver it to ZEX. You shall receive your just reward, as shall ZEX.

## **Zoq-Fot-Pik: Forming an Alliance**

It will be beneficial for you to forge an alliance with the Zoq-Fot-Pik early on. They are eager to join forces with humanity, and later will give you unique information about the activities of the Ur-Quan.

To establish an alliance with the Zoq-Fot-Pik, you will have to travel to their homeworld. To find the location of this planet, either talk with the Zoq-Fot-Pik scout ship at Rigel, or see Giveaway Clue #17.

Remember, an alliance only works if both sides help each other. If you ever receive a distress call from the Zoq-Fot-Pik, answer it with all haste.

---

---

## GIVEAWAY CLUES

This section contains the explicit clue fragments, which are referred to in the Puzzles and Mysteries section of this book.

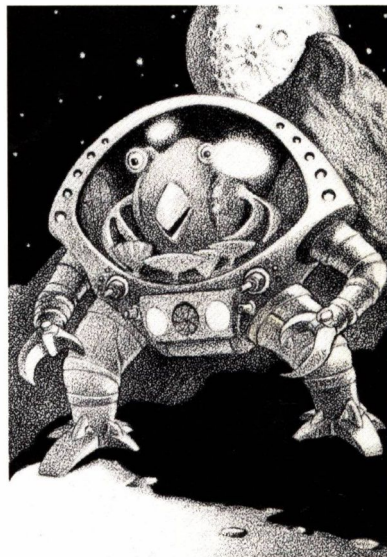
- #1. Beta Corvi 4 (yes, the gas giant!).
- #2. Alpha Cerenkov 1.
- #3. Beta Copernicus 1, Gamma Brahe 1, and Gamma Scorpii 1.
- #4. Arcturus 1.
- #5. Delta Lyncis 1.
- #6. Delta Crateris 5.
- #7. A shield against psychic attack.
- #8. Delta Vulpeculae 2c.
- #9. Zeta Hyades 6b.
- #10. The Chmmr at Procyon 2.
- #11. The Mycons at Beta Brahe 1.
- #12. Betelgeuse 1.
- #13. Gamma Scorpii 1, Beta Copernicus 1, and Gamma Brahe 1.
- #14. Epsilon Camelopardlis 1a.
- #15. Zeta Persei 1.
- #16. Gamma Kreuger 1.
- #17. Alpha Tucanae 1.
- #18. Zeta Draconis 1.
- #19. (043.8, 637.2)
- #20. A HyperWave 'Caster
- #21. 25 ships



## The Complete Starguide for Interstellar Travelers

The perfect addition to every Starship captain's reference library. Learn where the Melnorme traders hang out to discover just what that Yompin Yiminy or Stiletto Urchin is worth. Ever want to visit Gamma Squidi? With this guide, you'll get the exact coordinates, and even the nearest QuasiSpace to HyperSpace portals.

- Complete star system details — Includes a list of the top Mineral and Biological stars, locations of alien homeworlds, and a detailed listing of every star system.
- Solutions to alien puzzles and mysteries — Enigmas and plots within plots are unraveled before your very eyes in bold print.
- Biographical data on each of the alien races — Everything you've wanted to know about the aliens you encounter — and even stuff you didn't know you wanted to know.
- Detailed illustrations of enemy aliens and their ships — Don't shoot 'til you see the glow of their bulbous visionary protuberances (at least now you'll know where they are).



**ACCOLADE™**  
The best in entertainment software.™

